The Isofarian Guard
Campaign 2

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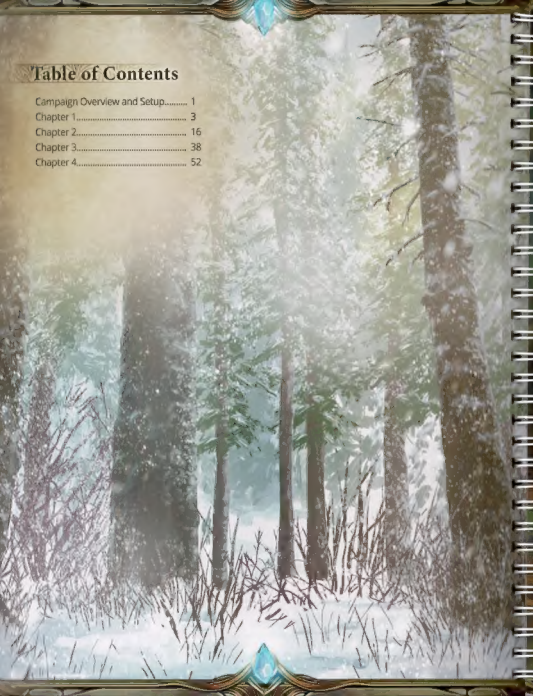


Campaign Overview & Setup

Campaign 2 begins with Catherine and Yury just after the events of the Prologue.

Unlike Campaign 1, Campaign 2 begins with two of the Guards. If playing solo, you'll control two Guards. If playing with another player (co-op), you can choose which player controls each Guard throughout your adventure.

Follow the setup listed on page 18 of the Rulebook.

Catherine begins with the following stats:
Health (HP): 20
Attack (ATK): 2
Defense (DEF): 1
Action Points (AP): 2

Place the required cubes for Catherine's stats in her Guard Dashboard.

Catherine begins with the following equipment:
Weapon: Iron Short Sword (1 Star)
Armor: Guard's Tunic (1 Star)
Accessory: None
Item: Health Potion
Satchel: None

Find her starting equipment cards in the square card index, and place them in the marked slots of the Guard Dashboard.

Catherine begins with the following chips:
(Based on her starting stats, 2 ATK and 1 DEF)

2 X

1 X

Place Catherine's starting chips in her bag.

Catherine begins with the following Guard Ability Cards:
Soothing Melody/Air Burst
Protective Hymn/Drain Strike
Find Favor/Frozen Blade

Cards are always placed with the 'Primary' (P) side up. You may place these cards in any of the six available slots on the Guard Ability Dashboard.

Catherine also begins with a single Stonebound Ability Card: Harmonize

You may place 'Harmonize' in any available slot on the Guard Ability Dashboard. Place a 'Wind' (Green) Speaking Stone gem in the numbered slot just below the card in its 'Ready' slot (left slot). Note that 'Harmonize' has an '**Aventurine**' Speaking Stone listed on the back of the card. Find an Aventurine Speaking Stone card from the 'Speaking Stone' section of the square card index, and place it under Catherine's weapon (Iron Short Sword) on her Guard Dashboard. Aventurine uses the slot on the back of Iron Short Sword and gives Catherine an additional AP cube (Gray).

Place an additional gray AP cube in the "Active" area of Catherine's Guard Dashboard: 1X

Proceed to page 2 to for Yury's setup.

Campaign Overview & Setup

Yury begins with the following stats:
Health (HP): 20
Attack (ATK): 3
Defense (DEF): 1
Action Points (AP): 2

Place the required cubes for Yury's stats in his Guard Dashboard.

Yury begins with the following equipment:
Weapon: Iron Hand Axes (1 Star)
Armor: Guard's Tunic (1 Star)
Accessory: None
Item: Health Potion
Satchel: None

Find his starting equipment cards in the square card index, and place them in the marked slots of the Guard Dashboard.

Yury begins with the following chips:
(Based on his starting stats, 3 ATK and 1 DEF)

3 X

1 X

Place Yury's starting chips in his bag.

Yury begins with the following ability cards:
Culling Blades/Axe Throw
Intensity/Guarded Stance
Downward Slash/Upward Slash

Cards are always placed with the 'Primary' (P) side up. You may place these cards in any of the six available slots on the Guard Ability Dashboard.

Yury also begins with a single Stonebound Ability Card: Flash of Lightning

You may place 'Flash of Lightning' in any available slot on the Guard Ability Dashboard. Place a 'Neutral' (Yellow) Speaking Stone gem in the numbered slot just below the card in its 'Ready' slot (left slot). Note that 'Flash of Lightning' has an '**Adamant**' Speaking Stone listed on the back of the card. Find an Adamant Speaking Stone card from the 'Speaking Stone' section of the square card index, and place it under Yury's weapon (Iron Hand Axes) on his Guard dashboard. Adamant uses the slot on the back of Iron Hand Axes and gives Yury an additional chip for his bag.

Place the following chip in Yury's bag: 1X

Place the miniature for Catherine and Yury, or their Guard Bust Chips on Node 28. Proceed to page 3 to begin Chapter 1!

Chapter 1

Chapter 1:1 Mountain Pass - Yury

"Stonebound."

The Voice echoes in your head and the visions flood your mind. All the moments of your life assaulting you in a blur. Dropping a bowl of stew in the kitchen, one of your first memories. Father handing you a wooden sword in the yard, your fingers barely large enough to wrap around the hilt. Mother's sickness. A cold fireplace. The look of disappointment in father's eyes. The first time he struck you. And then a vast and terrible darkness on the horizon, a valley, and the Voice calling out to you. You scramble to make sense of it all, but it's too much. And suddenly, the visions are gone.

You see the others gathered around you. Captain Grigory is speaking, and everyone seems to be excited about something. You look down at the faintly glowing stone in your hand. It seems to draw you in. When you look up again, the captain is gone and Kharzin is talking. You can't focus enough to hear what he's saying. There's an immense pressure building up in your chest and your breath comes in short, ragged bursts. Away. You have to get away. You grip the stone tightly in your fist and it flares to life. Air fills your lungs again and power courses through your legs. You begin to run.

Move the Guards to Node 26. Proceed to page 5, and read Chapter 1:2.

Chapter 1:2 Seer's Path - Catherine

The stone flashes in your hand and you think of Yury. The mountain pass around you vanishes, and you reappear on a small hill overlooking a road. You spot Yury on the road below moving as quick as an arrow, the stone in his hand leaving a glowing trail behind him. You close your eyes and your own stone flashes once again. You reappear on the road before Yury and have just enough time to dive out of the way before a surprised Yury trips and tumbles to the ground. You run to check on him, but he scrambles to his feet and backs away from you.

"Stay away! Leave me alone!"

"Yury! Calm down. It's me, Catherine."

"Catherine? How? How did you get here? What's happening to me?"

"Look at me Yury, look at me." You wait until Yury takes a deep breath before continuing. "I was scared too. The Voice. The visions."

"What happened back there? What was all that?" Yury asks.

"I'm not sure, but we can find out together."

"How?" replies Yury, his eyes begging you for answers.

"Well, we can start by heading back to the others. Does that sound like a plan?"

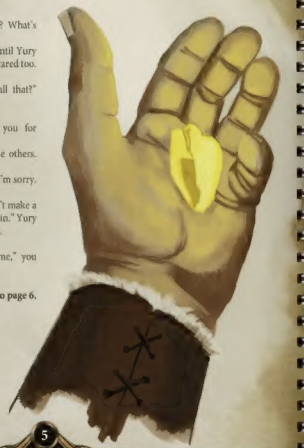
"Okay, yeah. Let's do that. And Catherine? I'm sorry. About running off."

"It's okay." You give Yury a wink. "Just don't make a habit of it. I don't know if I could catch you again." Yury smiles and looks down at the stone in his hand.

"I'll race you back."

"I think we'd better stay together this time," you reply.

Move the Guards back to Node 28. Proceed to page 6, and read Chapter 1:3.



Chapter 1:3 Mountain Pass - Yury

When you reach the pass again, you are greeted by the familiar sight of the dead Falmundians. You find that their corpses offer no horror to you now, they have simply become a part of the scenery. You are struck by how quiet everything is.

"Where is everyone?" you ask.

"I don't know," replies Catherine, a quizzical look on her face. "Let's see if anyone is near." She brings her horn to her lips and lets out a long clear blast that echoes throughout the canyon. While you wait for a reply, a sudden thought occurs to you.

"The vision!" you say. "Do you think they all went to the valley without us? I really shouldn't have run off. I just made everything more complicated."

"Don't worry about that," Catherine says. "What's done is done. I need you to focus here. What do you see when you look at these tracks?"

"Hmm. This doesn't make any sense. It looks like they all went in different directions."

"Yeah, that's what I'm seeing too."

"Well, who should we follow then?" you ask.

Catherine takes a moment to think before answering.

"No one."

"No one?" you ask.

"I don't think anyone is thinking clearly. This whole Stonebound thing is pretty crazy. I think our best bet is to find some answers."

"What are you talking about?"

"Answers. Who are the Stonebound? What are these glowing stones? Where is the Voice coming from?"

"As far as I can tell, this is all new," you reply. "Who would know any of that?"

"It's not new. There are old stories, written down in ancient books. We may be able to find out what happened to us." You look at Catherine incredulously.

"And where are these books?" you ask.

"The Circle of Seers."

Place a narrative chip on Node 20.

Begin exploration phase.

Upon arrival at Node 20, place Circle of Seers mini-map on table and move the Guards to Circle of Seers: Seer's Path. Proceed to page 7, and read Chapter 1:4.

Chapter 1:4 Circle of Seers: Seer's Path - Catherine

"So you really wanted to be a member of the Circle?" Yury asks you, not for the first time.

"Yes, Yury. I wanted to be a member of the Circle."

"But you would've had to poke out your eyes!" You just shake your head and smile.

"Only an Eye of Uvidet has to do that," you explain.

"But what if you were an Eye? Would you have done it? Poke out your eyes?"

"I would have never made it that high. And even if I had, my eyes would have been a small price to pay."

"Small price?! You wouldn't be able to see!"

"But the knowledge!" You look at Yury and can tell he just doesn't understand. "When I was a young girl, I made friends with some of the acolytes in my village. They would tell me old stories from when Isofar was still called Tuman. Our ancestors, the Tumani, worshipped another god."

"You aren't supposed to speak of it!" Yury warns, his eyes wide. "Even children know that."

"Yes, I know," you reply. "But the stories were fascinating! There was one night after the Vozrast ceremony. One of the village acolytes had too much to drink. She told us about a time even before Tuman. She said once, all of Telios was a single land with one king." Yury looks at you suspiciously.

"How could anyone know that?"

"The Circle has ancient knowledge, tucked away in books."

"And what else did she say?" Yury asks, clearly taken in.

"Nothing. The village Eye caught her talking to us and I never saw her again. Funny, I can't even remember her name now."

"What happened to her? They didn't..kill her did they?" You laugh.

"No, why would they kill her? She moved to the Circle to continue her training. Who knows? Maybe she's here now."

You are delighted to look up and see that you have made it to the Circle of Seers. As you near the columned entrance, a robed figure approaches you.

"What brings you to the Circle?" he asks. You give Yury a reassuring smile before answering.

"We seek knowledge from the farseer."

"It is unusual for two Guards to visit the Circle unannounced," the man states, clearly inviting you to explain. Yury touches your elbow, a subtle warning to use caution.

"We have come across something on our patrols, and we were hoping the farseer could enlighten us." The man eyes you for a moment before answering.

"Unfortunately, Temnota is currently advising the king in Silny. But perhaps the knowledge you seek is here. Come, we'll prepare a room for you where you can recover from your journey and wash up for dinner."

Place a narrative chip on Circle of Seers: Living Quarters. Move the Guards to Circle of Seers: Living Quarters.

Proceed to page 8, and read Chapter 1:5.

Chapter 1:5 Circle of Seers: Living Quarters - Yury

You are brought to a large communal room containing several rough beds on a bare stone floor. Several acolytes are scattered around the room holding hushed conversations while others rest on the beds. Your guide leads you to a large washing basin in the corner and points out a stack of washcloths and towels.

"There's still an hour before dinner," he says. "You can wash up here and rest while I notify the overseer of your presence."

The water in the bowl is surprisingly warm. You remember hearing about a system of hot springs feeding into the Circle, and you're grateful for them now. A little while later, you and Catherine are scrubbing off the last of the road grime when the door opens again revealing a robed figure. Immediately, the acolytes fall silent and slowly file out of the room leaving you alone with the new figure.

"I hear you come seeking knowledge," the new speaker says. He is a tall, thin man, but no one would mistake his lean build for weakness. His arms, knotted with ropy muscle, resemble the gnarled roots of a tree. You are so struck by his appearance that you almost fail to notice his eyes. Or rather, lack of eyes.

"We were hoping to speak with Temnota," Catherine manages to answer.

"You were informed that she is in Silny with the King, yes? I am Overseer Maksim. I'm sure I can help you, if you'll let me?"

Your mind scrambles wildly. You have a deeply uneasy feeling about Overseer Maksim, and you're afraid Catherine will reveal that you are Stonebound.

"Well," you interrupt, "We were hoping to learn more about the stonehunters. We ambushed and killed a group not long ago, and we were hoping the Circle could tell us more about them."

"Ahh," replies the overseer, turning to you. "And what have you heard about the stonehunters?"

The overseer's eyeless gaze unnerves you, but you manage to answer him.

"There are rumors of glowing stones that grant people incredible powers. The stonehunters seek this power for Falmund."

"And you wish to know if this power is real?"

"Well, yes," answers Catherine. "Specifically, if there is any mention of this power showing up in the past."

"The stones are a myth," says the overseer. "I'm sorry you've come all this way only to be disappointed. You may join us for dinner and stay the night, but I expect you to be gone in the morning."

The overseer turns to leave and before you can even begin to question him, he is already walking out the door. You sit next to Catherine in stunned silence.

"The way I see it, we have two options," Catherine whispers to you, when she is sure the overseer is gone.

"We can do as the overseer says. Get a good meal, a good night's sleep and leave in the morning.

"Or?" you ask.

"We still have some time before dinner. We can go to the library right now and find out about the Stonebound ourselves."

Choose a path:

A. Visit the library.

Place a narrative chip on Circle of Seers: Library. Move the Guards to Circle of Seers: Library. Proceed to page 10, and read Chapter 1:6.

B. Attend dinner.

Place a narrative chip on Circle of Seers: Dining Hall. Move the Guards to Circle of Seers: Dining Hall. Proceed to page 11, and read Chapter 1:7.

Chapter 1:6 Circle of Seers: Library - Catherine

You emerge back out into the cold with Yury and follow the path west until you find a door that looks promising. You give a tentative knock and press your ear against the wood. Inside, you hear the sound of a closing book and a chair creaking.

"Someone's coming. Act natural," you tell Yury.

"Sure, yeah, natural." The door cracks open and a kindly old man leans his head out.

"Yes?" he asks with a smile. You can't help but smile back.

"Hello! My name is Catherine and this is Yury. We're here on business with the Guard, but ever since I was little, I've heard stories about the Circle's library. We have just a few minutes before dinner, and I was wondering if you could just give us a quick tour?" The man's smile widens as he leans back and opens the door wider.

"Yes, yes! Come in! We have a magnificent library. The jewel of the North, I like to say!" You follow the man through the door and enter an immense room whose walls are filled with bookshelves.

"Most people come to the Circle to seek guidance from the farseer, but the library contains knowledge from every farseer who ever existed, from Temnota clear back to Nazna, the Sighted One." As he shuffles along with his back to you, the man casually gestures around the room, pointing out areas of interest.

"Over here are books of poetry and song. And here are works of ingenuity, the gathered knowledge of generations of healers and craftsmen. We have a section of tales of the fantastic - not much practical use, but still a fascinating insight into the periods in which they were written."

"And what about this section?" you ask, pointing to a large cabinet with locked doors.

"Ah, those are the very oldest writings we have," the man replies. "Most are just scraps of paper written in an early version of Isofarian. Did you know that most scholars think there was a common language that we can trace all modern languages back to?"

Your heart beats in your chest a little faster, and you share a look with Yury.

"You don't think we could have a look, do you?" you ask. "Just a peek?"

"Well, I suppose there's no harm in it. I just ask that you let me handle the papers."

"No problem," you reply. "This is very exciting."

"I must say, it's very satisfying meeting fellow scholars." The man produces a key from beneath his robes and uses it to unlock the cabinet. You get a slight whiff of vanilla as the cabinet is opened. Inside are stacks of papers, scrolls, even a few books that are still intact. Your eye is drawn to one in particular: The Veiled Path. You start to reach for it before you catch yourself and turn to ask permission. You are startled to see overseer Maksim standing beside the librarian. Before you can speak, the overseer raises his hands and everything goes dark.

Place a narrative chip on Circle of Seers: Dungeon. Move the Guards to Circle of Seers: Dungeon. Proceed to page 12, and read Chapter 1:8.

Chapter 1:7 Circle of Seers: Dining Hall - Catherine

You follow a group of acolytes into the Dining Hall and find a table near the edge of the room. Despite your cold reception from Overseer Maksim, you are eager to get a warm meal in your belly. Looking around, you mostly see acolytes, but sprinkled here and there are a few zealots, distinguished by their militant demeanor and imposing physiques. A team of acolytes navigates the room, placing a large helping of meat and vegetables in the center of each table. Once all the food is passed out you expect everyone to start eating, but instead the room goes silent and everyone stands to face the door. Overseer Maksim enters and takes his place at the head of the front table.

"Uvidet's blessings be upon you all," he addresses the room. "Today, we have among us two distinguished guests, Catherine and Yury of the Guard." You feel your face go red as all eyes turn to you. "They are here seeking knowledge. I hope you will make them feel welcome."

With that, the overseer sits and everyone begins eating. You help yourself to a large serving of spiced meat and see that Yury's plate is piled as high as your own.

"Smells good," he says. "I can't remember the last time I ate."

A young acolyte sitting across from you grabs a helping of food and asks you, "What kind of knowledge are you here for?"

"Well, we ran into some stonehunters and we were hoping the Circle knew something about them."

"Stonehunters?" another acolyte asks. "Aren't they mad?"

"Looking for magic rocks is what I heard," a new acolyte adds.

"Yes," Yury answers. "But we were hoping to learn what set them on their path."

"Mad King Joram I'd wager," a girl says to some snickers.

"Yes, but what gave King Joram the idea that there were magic stones in the first place?" you ask. "Are there any ancient stories about such things existing?"

"If there were, they'd be in the libr---" the girl cuts off and you realize Overseer Maksim is standing right behind you.

"What an interesting topic," he says. "However, I believe I've already answered your questions relating to the stones."

The entire room is silent, waiting for your reply.

"Yes, overseer, but," you look at Yury whose face has gone completely white. You suddenly feel a rage building up in you. How dare the overseer put you on the spot. You have experienced the power in the stones firsthand! Who is the overseer to be so smug in his ignorance?

"But?" the overseer asks, waiting for a reply.

"But we have found the stones!" You pull out your speaking stone and it flares to life in your hand. There is an uproar as acolytes and zealots scramble to get away from you. You notice the overseer raise his hands toward you and suddenly all goes black.

Place a narrative chip on Circle of Seers: Dungeon. Move the Guards to Circle of Seers: Dungeon. Proceed to page 12, and read Chapter 1:8.

Chapter 1:8 Circle of Seers: Dungeon - Yury

You wake facedown on a stone floor. The last thing you remember is Overseer Maksim raising his hands. And the pain. Your body still aches, though that might be from sleeping on bare stone. You knew coming to the Circle was a bad idea! What was Catherine thinking? You raise your head and blink trying to adjust your eyes to the darkness. You can make out Catherine lying on the floor a few feet away, and another figure, sitting in the corner.

"Hello?" you greet the stranger.

"Yury, you're awake. I'm glad to see you're okay," the man says.

"Do I...know you?"

"Not yet," the man replies cryptically. Just then, Catherine begins to stir. You scramble over to her and help her sit up.

"What happened?" she asks, rubbing her head.

"The overseer. He did something to us. Knocked us out somehow," you say.

"My speaking stone!" gasps Catherine. "It's gone!" The man in the corner stirs and holds out two speaking stones in his hand.

"I have them right here," he says, offering them back to you and Catherine.

"Who are you?" asks Catherine. "And how did you get our stones back?"

"I am Dunamis," the man replies. "As for the stones, let's just say they found their way to me. I have a great many things to tell you, but right now I am needed elsewhere. Meet me in Falmyr Forest as soon as you can. The Voice will guide you." As he is speaking, Dunamis starts glowing brighter and brighter until you are forced to shield your eyes. When you open them, he is gone.

"What just happened?" Catherine asks, blinking her eyes.

"I dunno, but look, the door is open!" You cautiously creep to the door and stick your head out.

"There's no one here," you tell Catherine. "If we hurry no one will notice we're gone." Catherine's eyes light up.

"Or, we could make a stop at the library."

Choose a path:

A. Sneak into the library.
Place a narrative chip on Circle of Seers: Library. Move the Guards to Circle of Seers: Library. Proceed to page 13, and read Chapter 1:9.

B. Leave immediately.
Place a narrative chip on Circle of Seers: Seer's Path. Move the Guards to Circle of Seers: Seer's Path. Proceed to page 14, and read Chapter 1:10.

Chapter 1:9 Circle of Seers: Library - Catherine

So much knowledge just sitting out for the taking! You know Yury wants to leave, but a single book might unravel the secret of the speaking stones. You can't just walk away from that, not while it's this close.

"Come on, this will only take a minute," you tell Yury. "If we leave empty handed, all of this will have been for nothing."

"If we leave at all, I'll take that as a win," Yury replies.

"Then, let's do this and get out quick." You gently push open the library door and listen. Nothing but silence. You make your way past all the common bookshelves until you come to the locked cabinet containing the oldest writings. Yury slides his knife into the lock, leveraging his blade until the lock snaps with a deafening clang!

"Who's there!?" a voice calls out from across the room. Unfortunately, he's between you and the exit.

"Hurry," Yury whispers, "grab what you need and let's go." You can't afford to be quiet anymore. You rifle through the shelf and grab the first book that catches your eye - The Veiled Path.

"Help! Someone's in the library!" the old man yells, knocking over chairs in his attempt to flee. You ignore the man and sprint across the room to the exit, but just before you reach it, two acolytes come crashing through the door.

Battle Event

Place a '1 Star - Seer Acolyte' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Restore Guards' HP back to 20 and begin Battle Phase again.

If victorious: Proceed to *Chapter 1:9 - Victory*.

Chapter 1:9 - Victory

You step over the unconscious acolytes and make your way to the exit.

"We're sorry," you say to the librarian over your shoulder. "We didn't mean for any of this to happen." The librarian just stares back at you, clearly at a loss on how to respond to an apologetic thief.

Obtain: The Veiled Path (Accessory)

Place a narrative chip on Circle of Seers: Seer's Path. Move the Guards to Circle of Seers: Seer's Path. Proceed to page 14, and read Chapter 1:10.

Chapter 1:10 Circle of Seers: Seer's Path - Catherine

You step out into the moonless night and breathe in the fresh chill air. There doesn't seem to be anyone in the immediate vicinity. Still, no reason to be careless. You stick to the shadows as much as possible, but there aren't very many places to hide along the narrow path. When you finally reach the exit, your heart drops. There, guarding the path are two zealots. Lucky for you, they are facing the wrong way.

Battle Event

Place a '1 Star - Seer Zealot' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Restore Guards' HP back to 20 and begin Battle Phase again.

If victorious: Proceed to *Chapter 1:10 - Victory* below.

Chapter 1:10 - Victory

You bind and gag the two zealots and stash them off the path behind a boulder. It probably won't keep them for long, but by the time they escape you will be long gone. Even if the Circle sends people after you, you doubt they'll track you all the way to Falmyr Forest.

Place a narrative chip on Node 102.

Begin exploration phase.

Upon arrival at Node 102, place Fort Istra mini-map on table, and move the Guards to Fort Istra: North Gate. Proceed to page 15, and read Chapter 1:11.

Chapter 1:11 Fort Istra: North Gate - Yury

"Dunamis said the Voice would guide us."

"Yes, but I don't think he meant it literally," Catherine replies, ducking under a low-hanging branch.

"How else would he mean it?" you ask. "He said 'Meet me in Falmyr Forest. The Voice will guide you'."

"I think he meant the Voice would guide us in a general sense. More of a spiritual guide rather than a 'should I go left or right' guide."

"Well, maybe it's both. Besides, we've come this far. It's a little late to be second guessing now."

You are forced to hack your way through some particularly dense underbrush and emerge into a clearing. All around you lie the ruins of an ancient fortress.

"Looks like we're here!" Catherine says cheerfully. You look over at her and see that she is barely containing a laugh.

"Alright, very funny. Although..." You pull your speaking stone out and see that it is glowing faintly. "Catherine, look. I think there's something here!" You slowly walk forward until you reach the ruined gate. You hold your stone out and detect a slight shimmer in the air. Looking back at Catherine, you shrug your shoulders and step through. Suddenly, there is a giant standing before you. You struggle to draw your knives and stumble backwards into Catherine.

"Catherine, look out!" you shout, struggling to untangle yourself and stand up.

"Peace, Yury. It is I, Dunamis." There is an uncomfortable pause as the truth sinks in, and then Catherine is shoving you.

"Yury, can you please get off of me? It's just our good friend Dunamis, who happens to be a large, armored giant now."

END OF CHAPTER 1

Exploration Phase now uses Enemy Index Chapter 2. See page 5 in the Enemy Index Book.

Fort Istra is now active!

All progression of rebuilding the fort is available from previous Campaigns, and buildings can now be used. A new 'Fort Istra Stash' can now be started for this Campaign. Contents from previous Campaign Stashes cannot be accessed for this Campaign. Reference the Fort Istra & Save Index Book.

Reference page 4 in the Fort Istra & Save Index Book to send out **The First Commission**!

Caravan Quests are now active!

A mysterious caravan is now traveling through Isofar. Place the Caravan Chip on Node 61. Caravan Quest 1 is now available. See page 126 in the Quests book.

Side Quests are now active!

Additional Side Quests are now available for Chapter 2. See page 31 in the Quests Book.

Prestige is now active!

Read pages 3-4 in the City Index Book.

Move the Guards to Fort Istra: Barracks.

Catherine and Yury heal HP to 20, and all negative chips in their bags are removed and placed back in the supply.

Proceed to page 17, and read Chapter 2:1.

Chapter 2

Chapter 2:1 Fort Istra: Barracks - Catherine

"Okay, this place is awesome!" you squeal. "Think of the possibilities! We could stay here and read every book ever written and never age a day!" Yury doesn't seem to share your enthusiasm. Instead, he is still staring slack-jawed at Dunamis' whose impressive frame is occupying nearly half of the sitting room. You gently shove Yury's shoulder.

"Hey Yury, what are you thinking?" He manages to tear his gaze away from Dunamis and give you a blank stare.

"Huh?" he asks.

"Don't you have any thoughts about all this? About Fort Istra? About the magic time bubble? The origins of our large friend Dunamis?" you ask, acknowledging Dunamis with a tilt of your head.

"Well, uh. Where is everyone, I guess?"

"What do you mean where is everyone? The fort is loaded with people."

"Well yeah, but where is Captain Grigory? Pavel? Yana? Your friends. Did they ever make it here?"

"Uh," you reply, "I hadn't considered that. I guess it depends on how time works on the other side of the barrier. Does the outside world keep moving or does it stop? Would we have to pass through the barrier at the same time as someone in order to be here with them?"

"Why don't you just ask him?" Yury whispers, risking a glance at Dunamis.

"Ah, yes. Good idea. Dunamis, do you know if any of the others have been here?" You notice Yury surreptitiously plug his ears before Dunamis' booming voice fills the room.

"The other Stonebound are on the path set before them. I can only say that when the appointed time comes, your paths will cross."

"Path?" you ask. "What path?"

"The path set before you. To turn back the darkness." You wait a few seconds for Dunamis to elaborate, but you realize he is done talking.

"Turning back the darkness' is pretty vague," you reason. "Is there something more specific we should be doing?"

"Catherine!" Yury hisses, "don't make him angry."

"Yury, I'm just asking a question. We can 'turn back the darkness' by being nice to old ladies and baking sweets for our neighbors, but I'm guessing Dunamis has something more...direct in mind." As you speak, Yury's face goes white and he appears to shrink in his seat before Dunamis answers.

"Near here lies a Tumani temple dedicated to the false god Vual. Long ago, the Tumani were nearly driven to extinction by followers of Uvidet. However, a small group of Tumani were able to seal the temple with a holy relic before fleeing north to the Frozen Wastes. The temple has lain in the forest for centuries, untouched and forgotten, but something inside survived. Tenebris has been festering in the dark, waiting for a chance to strike out. You must retrieve the relic from the Frozen Wastes, gain access to the temple, and destroy the corruption within."

Dunamis finishes speaking and starts to glow. You realize he is about to disappear again and rush to stop him.

"Wait! Don't go yet! I have so many questions! How do we get to the Frozen Wastes? What does the relic look like? Where's the temple? What's inside...?"

"Trust the Voice," Dunamis says, his voice fading away along with his body.

"He's gone," Yury says.

"Yeah, that's...annoying. Any idea what our next move should be?"

"Yeah," replies Yury. "We're gonna need a boat."

Catherine and Yury obtain some materials from the fort before beginning their journey!

Obtain.
1x Reinforced Bone Sword (Weapon)
2x Purifying Seed (Item)

Place a narrative chip on Ryba: Fish Market (Mini Map)

Begin exploration phase.
Upon arrival at Ryba: Fish Market, proceed to page 18, and read Chapter 2:2.

Chapter 2:2 Ryba: Fish Market - Yury

[illegible] smell. I remember! You can't thr[illegible]
[illegible] take a deep breath of the sea air with your arms outstretched.

"You like that smell?" asks Catherine.

"Yes. Well, I guess it's an acquired taste, but it's the smell of home.

"Oh, I didn't know you grew up around here."

"Sure did. We had to stay close to Port Strazh because of my father, but I would make up any excuse I could to visit Ryba."

"Was your father in the Guard then?" asks Catherine.

"Still is. Lieutenant Aker."

"A lieutenant? Yury, you've been holding out on me! Maybe he could pull some strings, help us get north."

"No!" you blurt out before catching yourself. "My father...it's complicated. He changed after my mother [illegible] I was relieved when I got put on Captain Grigory's command."

"It's okay," replies Catherine. "We don't have to talk about it. I'm just sorry you had to go through that."

"It's alright. In any case I don't think he would understand what we're trying to do. And he definitely wouldn't help us. We're going to have to do this ourselves."

"Right, let's go see a man about a boat then."

Place a narrative chip on Ryba: Docks.

Begin exploration phase.

Upon arrival at Ryba: Docks, proceed to page 19, and read Chapter 2:3.

Chapter 2:3 Ryba: Docks - Catherine

"It's 100 Sil each. I'll not take a whit less!"

"If you think passage is worth that much, then you are witless!" you accuse Captain Fyodor.

"Catherine!" Yury warns. "You can't just insult people like that."

"But I can insult people like *that*," you say, pointing at the captain.

"Now see here, child. I'll not have a couple ground stompers like you lecture me on *my* business. Why on Uvidet's blue sea would I risk my ship and crew to sail you through raider infested waters and drop you off in the middle of nowhere. Who would I trade with when we got there? Your fare is the only reason I'd even consider the trip. So, yes, it will cost you handsomely."

You let out a frustrated huff. Negotiations for passage are not working out as easily as you expected. Every other captain who owns a ship worthy enough to make the voyage has already turned you down. Captain Fyodor is your last hope.

"Captain, did I tell you *why* we are travelling to the Wastes?" you ask.

"I assume you're either running away from something, or you're daft."

"We're searching for treasure," you say, your eyes sparkling.

"So it's daft then. Good day." Captain Fyodor turns to leave and you leap to catch his arm. As you do, a speaking stone tumbles out of your pocket and lands on the dock between you and the captain.

"What's this, then?" muses Captain Fyodor.

"Nothing," you say, stooping to grab the stone. The captain gives you and Yury a good long stare before reaching some inner decision. His shoulders relax and he begins to stroke the stubble on his chin.

"Treasure, you say? I want seventy percent." You give Yury a quick glance.

"I'll tell you what," you counter. "We are only after one thing in particular. We get that, and you can have anything else we find."

"Done," says the captain. He grabs your hand and gives it a single firm shake before doing the same to Yury. "We sail with the tide."

Place a narrative chip on Node 21.

Move the Guards to Node 21. Proceed to page 21, and read Chapter 2:4.

Chapter 2:4 Northern Sea - Yury

It's love. There is no other explanation for the euphoric feeling you get standing on the bow of *Hunter* and feeling the wind whipping through your hair and the salty spray in your face. The awe of boundless blue in all directions, and the sense of wonder when you consider the hidden depths below. There's no doubt about it, you *love* the sea. It's too bad that Catherine doesn't share your sentiment. She started the trip full of excitement, even playing a few songs on her lute for the crew, but that excitement quickly turned to dread when she discovered she was ill-suited to life on the rolling waves. She spent the remainder of the trip below decks, only coming up to hurl the contents of her stomach into the sea.

"We're nearing the end of our journey," says Captain Fyodor, standing next to you on the deck. You admire how he unconsciously shifts his weight to match the pitching of the ship. "If we go much further north, the sea becomes impassable ice. We're aiming for Uzkiy Pass, just there," he says pointing off to the northwest. You strain your eyes, but the mountains only look like smudges on the horizon. Below the horizon you can just make out several white shapes flapping in the wind.

"Birds," you point out. "Wonder what they're doing all the way out here?" The captain squints his eyes and grunts.

"Those aren't birds, lad. Go wake your companion."

"What's going on?" you ask, but the captain is already striding across the deck, shouting at the watch.

"Sound the bell! Raiders ahead."

Battle Event

Place a '3 Star - Tuman, Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to page 22 and read *Chapter 2:4 - Victory*

Chapter 2:4 - Victory

All around you lies the aftermath of the battle. Several sailors work at cutting the lines the Raiders used to tether your ship to theirs. Captain Fyodor has to shove aside a dead Raider and climb over a tangled web of rope to reach you.

"You *are* Stonebound! I had a feeling when I saw that stone. Now it's confirmed." The sailors within earshot stop their work and stare at you and Catherine.

"We are," Catherine admits defiantly. "Is that going to be a problem?" The tension in the air is thick as Captain Fyodor weighs his words.

"Those Raiders could have killed one of my men," he states.

"A risk you were willing to take when we reached our terms," replies Catherine.

"They also damaged my ship," Captain Fyodor points out.

"Good thing we helped you secure a new ship," Catherine counters, gesturing to the Raider vessel. At this, Captain Fyodor let's out a deep laugh and the crew joins in.

"Well met, Stonebound!" The captain gestures to his first mate, "Stepan, I want you to take a skeleton crew and man our new ship. You can watch over us while we drop these two Stonebound off near the pass."

"Aye, captain," replies Stepan. As Stepan and a few sailors make their way over to the other ship, Captain Fyodor refocuses his attention on you.

"Stonebound, we will drop you off as close to Uzkiy pass as we can get. We'll stay anchored offshore until we finish repairs on the ship. If you are back in that time, we will gladly take you back to Ryba with us. If not, then I will consider matters between us settled with the acquisition of my new ship."

"Captain, it's been a pleasure," you say. "Truly. I hope to take that trip back with you."

"Well, I can't say I enjoyed the trip," Catherine says, "but I must say, the company turned out better than expected." At this the captain laughs again.

"Farewell, my little Stonebound. I hope you are able to achieve whatever it is you came here to do."

Place a narrative chip on Frozen Wastes, Uzkiy Pass (Mini-Map).

Begin exploration phase.

Upon arrival at Frozen Wastes: Uzkiy Pass, proceed to page 23, and read Chapter 2:5.

Chapter 2:5 Frozen Wastes: Uzkiy Pass - Catherine

The wind howls through the narrow pass and claws at your face. You take a few moments to adjust your clothing to cover any exposed flesh. You can't help but stare up at the mountains towering above you and imagine yourself from their point of view... an insignificant bug scurrying along far beneath them. The sensation of being watched sends a shiver down your spine. You shake off the feeling and stomp your boots.

"Let's keep going," you say to Yury.

"I don't like the look of these mountains," he replies falling in behind you. "I feel... trapped in here."

"Are you still thinking about that wide open sea? If you feel as uncomfortable here as I did on that boat then I understand completely, but the only way out is through. From everything I've heard, the Wastes have all the wide open space you could hope for." You glance up again and are startled to see a figure watching you from the rocks above. You stop walking and Yury bumps into you.

"What's going on?" he asks.

"Look. Up on the cliff." You're so shocked at the sudden appearance of another human, that you barely notice when Yury steps forward and waves his arms in the air.

"Hellooo," he shouts, but the figure is gone.

"He wanted us to see him," you guess. "It's a warning."

"We," repeats Yury. "The only way out is through, right?"

Place a narrative chip on Frozen Wastes: Urok Span.

Move the Guards to Frozen Wastes: Urok Span. Proceed to page 24, and read Chapter 2:6.

Chapter 2:6 Frozen Wastes: Urok Span - Yury

There are no more sightings of the mysterious figure, but you still can't shake the feeling of being watched. When you finally emerge from the claustrophobic pass and get your first glimpse of the Frozen Wastes, you're more than a little awestruck. Before you lies an unbroken sea of white.

"It looks like the end of the world," you say.

"In a way, I guess it is," replies Catherine.

You scan the landscape, looking for any landmarks to use as a point of reference. The only thing that sticks out is a long crack running through the otherwise unblemished snowfield. Once the scale of the scene clicks into place, you realize that what looked like a crack is actually a crevasse dozens of feet wide and stretching as far as you can see. Just north, you can make out a thin bridge spanning the crevasse.

"Since that bridge seems to be the only sign of civilization, and we ARE looking for people, I say we take the bridge," you reason.

"Not many other options are there?" replies Catherine. "I do hope these Tumani know how to build a bridge."

"Just don't look down," you say, coaxing Catherine along.

"Easy for you to say, apparently you're part goat." Catherine is doing her best to place one foot in front of the other and avoid falling into the abyss below. Finally, you reach the other side where Catherine immediately falls to her knees, and launches into a fit of giggles.

"Catherine, are you okay?" you ask. You are forced to wait until the giggling has subsided for an answer. Finally, Catherine stands up, brushes herself off, and takes a deep breath.

"Well, that was exhilarating! And yes, I'm quite alright. However, I'm never crossing that bridge again."

"How will we get back?" you ask.

"We won't, Yury. We live here now."

You're still trying to decide if Catherine is joking or not, when several figures emerge from the snow all around you. They are covered in furs and each one carries a spear, which they use to force you back towards the bridge.

"I changed my mind," says Catherine. "I don't want to live here anymore."

Choose a path:

A. Fight off the mysterious figures.
Proceed to page 25, and read Chapter 2:7.

B. Try to talk your way out.
Proceed to page 26, and read Chapter 2:8.

Chapter 2:7 Frozen Wastes: Urok Span - Catherine

"There is no way I'm crossing this bridge again, Yury!"

"Well, I guess we do this the hard way, then."

"No, the bridge is hard! Fighting is much easier," you say, unsheathing your sword.

Battle Event

Place a '2 Star Tumani Hunter' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '2 Star Tumani Mender' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 2:7 - Victory* below

Chapter 2:7 - Victory

You manage to wound several of the Tumani, but each time one falls the others move to fill in the gaps and protect the wounded. As you strike the third person down, a piercing voice cries out, "Halt!" Immediately, the Tumani back away from you. A new figure emerges from the snow and makes her way to the nearest wounded Tumani. You watch, amazed, as she pours some kind of liquid into his mouth and he seems to instantly recover. She makes her way to the other two hunters, healing them in turn. When she is finished, she turns to you.

"You are Sighted Ones. Come. Follow," she says, and turns to walk away.

Place a narrative chip on Frozen Wastes: Tumani Village

Move the Guards to Frozen Wastes: Tumani Village. Proceed to page 27, and read Chapter 2:9.

Chapter 2:8 Frozen Wastes: Urok Span - Catherine

You raise your hands slowly and step back. The Tumani inch closer to you, forcing you back another step.

"Now wait just a moment," you say. "We're not here to hurt anybody."

The nearest Tumani points to the bridge behind you and utters a single command.

"Leave."

"We can't leave," you say. "I barely made it across that bridge once, and I am not stepping another foot on it."

The man growls and leaps forward, but he is intercepted by Yury, who spins him around and pins his arms behind his back. The other Tumani immediately grow tense, and train their weapons on Yury.

"We're just here to talk," says Yury, releasing his grip on the man and shoving him back towards his group. "We are looking for a holy relic of Vual. We heard it was brought here long ago by your ancestors."

At this, there is a change in the demeanor of the Tumani. They gather in a circle to confer with one another and seem to forget about you entirely. After several tense moments, the leader turns and speaks to you.

"You will follow us now."

Place a narrative chip on Frozen Wastes: Tumani Village

Move the Guards to Frozen Wastes: Tumani Village. Proceed to page 29, and read Chapter 2:10.

Chapter 2:9 Frozen Wastes: Tumani Village - Yury

"You are good fighters, good."

The old woman, Maht, shuffles from shelf to shelf rummaging through various sundries

"We're not here to fight," you tell Maht. "We're just looking for an old Tumani relic."

Maht sweeps aside some bottles and pulls an old scroll case from the back of a shelf.

"Fight, you already have. And fight, you will again. You have the stones."

"Stones?" asks Catherine. "You mean the speaking stones?"

"The vision stones," Maht states, unrolling a scroll and laying it flat on a table. At first glance you can't make anything out, as it's written in Tumani, but then you spot an illustration in the corner. A drawing of a stone with lines emanating from it.

"Look Catherine! Is that a speaking stone?"

"Hush, child," says Maht, batting your hand away. "This is of Vital Vision Stone." She turns the scroll over and traces her finger along a line of text. "The Sighted Ones will topple Uvidet from his mountain."

"And you think we are these Sighted Ones?" asks Catherine.

"Don't think. Know."

"And this Vision Stone?" you ask, "Do you know where it is?"

"Skryvat. I will prepare you. You get the stone and return to me."

Slaughtered have returned from their Commissions

Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 5 in the Fort Istra & Save Index Book to send out **Commission Two!**

Place a narrative chip on Frozen Wastes: Skryvat Temple.

Begin exploration phase.

Upon arrival at Frozen Wastes: Skryvat Temple, proceed to page 31, and read Chapter 2:12.

Chapter 2:10 Frozen Wastes: Tumani Village - Yury

You follow the Tumani through endless fields of snow and ice. You wonder at how they are able to navigate through the emptiness, but eventually you reach a small village. Low buildings covered with snow blend seamlessly into the environment, hiding the village in plain sight. The village shows none of the usual signs of life and no one comes out to greet you.

"Where is everyone?" you ask the lead Tumani.

"In homes. Only travel if need. We go in here."

The man opens the door to a hut and motions you in. Inside, the hut is surprisingly large, and *warm*. The other Tumani filter in behind you and close the door.

"Who have you brought me, Kulak?" an old woman asks the lead Tumani.

"Two outsiders, Maht. Asking of Vual," replies Kulak.

"They wish to learn our ways?"

"Actually," Catherine cuts in, "We are seeking a holy relic." Maht raises her eyebrows.

"You seek to plunder us? So bold."

"No!" you answer. "Not plunder, seek help. We need your relic to fight a great darkness."

Maht eyes you and motions you closer.

"What do you know of darkness?" she asks, her voice low. Suddenly, you feel uneasy. You feel the taint of Tenebris in the air. Instinctively, you grab hold of a speaking stone and it flares to life. Maht recoils in surprise and the other Tumani draw their weapons.

"Wait!" shouts Maht. The other Tumani stop moving, but keep their weapons trained on you and Catherine.

"You are Sighted Ones?" asks Maht. "You wish to destroy Uvidet?"

"We...are? We do," answers Catherine, hesitantly.

"One way to know," states Maht. "Trial of combat."

Stonebound have returned from their Commissions

Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 5 in the Fort Istra & Save Index Book to send out **Commission Two**!

Proceed to page 30, and read Chapter 2:11.

Chapter 2:11 Frozen Wastes: Tumani Village - Catherine

You and Yury square off against two Tumani- Kulak, and a woman you don't recognize. The trial must be important, because every member of the village decided it would be a good idea to leave their house and watch four people try to kill each other. While Maht addresses the crowd in their own language, you turn to Yury.

"Yury, did you notice how quiet and serious everyone is? This has the feel of a religious ceremony."

"Yeah, if this was just a spectacle, you'd think the crowd would look more entertained."

"They think we're Sighted Ones," you whisper. "If we win this fight, maybe they'll let us have the relic."

"That's a big if, plus I don't really want to kill anyone."

"They're not giving us much choice, Yury. This is etched into their culture. If we try to run, I think we'd insult the whole village and they'd *all* be after us."

At some point in your conversation, Maht finished addressing the crowd and now stares at you with a raised eyebrow.

"I'm sorry, did you say something to us?" you ask.

"You ready?" Maht asks.

"Oh, uh, yes."

Battle Event

Place a '4 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Tumani Mender' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:11 - Victory*.

Chapter 2:11 - Victory

Kulak and the unnamed woman lie in the snow clutching wounds that will soon take their lives. A sudden rage overcomes you.

Is this what you wanted?" you scream at the village. "We only came seeking know edge, and now two of your best warriors are going to die!"

Hush child," says Maht. She kneels next to the wounded woman and pours a liquid down her throat. To your amazement, she seems to instantly recover.

What is this?" Yury asks. "Are you Stonebound?"

Do not underestimate Vual," Maht says, kneeling next to Kulak. "Vual takes life. ." She pours the liquid down Kulak's throat and he coughs and sits up.

sometimes returns it" Maht stands and addresses the village. "You have seen these ones fight with stones. They are 'sighted Ones.' As this pronouncement, there is no cheer or reaction of any kind. The Tumani simply take in the news and file away back to their homes, leaving you alone with Maht.

What now?" you ask.

Now, you worthy. Enter Skryvat, retrieve Vision Stone. Then, return to me."

Place a narrative chip on Frozen Wastes: Skryvat Temple.

Begin exploration phase.

Upon arrival at Frozen Wastes: Skryvat Temple, proceed to page 31, and read Chapter 2:12.

Chapter 2:12 Frozen Wastes: Skryvat Temple - Catherine

After endless fields of white, Skryvat Temple stands out like a black scar on the pristine landscape.

"I wasn't so sure we'd find this place, but here it is, just like Maht said," you say to Yury through chattering teeth.

"Why do you think they built it way out here?" he asks.

"No idea, maybe to protect the stone? Even if someone knew where the temple was, they'd still have to make it here, not to mention deal with whatever defenses the ancient Tumani would have had."

"Defenses? Like traps?" Yury asks.

"Don't worry, the ancient Tumani are long gone. I don't think anyone's been here for hundreds of years." As if on cue, a bone chilling roar emanates from inside the temple.

"What's that?!" shouts Yury. Before you can answer, a terrifying beast bursts out of the temple and charges straight towards you.

Battle Event - AMBUSH

Place a '2 Star - Waste Prowler' and AI deck on an enemy dashboard in slot I of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 2:12 - Victory* below

Chapter 2:12 - Victory

"What was that thing!?" shouts Yury. "Is the temple full of them?"

"I don't think so. It was probably just seeking refuge from the cold," you answer. "Still, it doesn't look like any creature I've ever seen."

"Do you think Tenebris has something to do with this?" asks Yury.

"Hmm, I don't know. Maybe it's just an animal no one has discovered yet."

"Come on Catherine, that thing isn't natural."

"It does look strange, but there are a lot of strange creatures in the world. Maybe no one knows about this one because no one ever comes this far north."

"The Tumani *live* here."

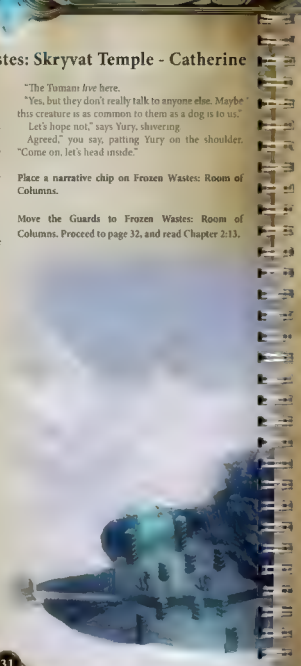
"Yes, but they don't really talk to anyone else. Maybe this creature is as common to them as a dog is to us."

Let's hope not," says Yury, shivering.

Agreed," you say, patting Yury on the shoulder. "Come on, let's head inside."

Place a narrative chip on Frozen Wastes: Room of Columns.

Move the Guards to Frozen Wastes: Room of Columns. Proceed to page 32, and read Chapter 2:13.



Chapter 2:13 Frozen Wastes: Room of Columns - Yury

The temple is a simple stone structure, not very impressive other than the fact that it was built so far away from civilization. All that remains of the building are the walls, the interior having long since fallen into ruin. Near the back of the temple, a large trapdoor is built into the floor.

"I guess we go down?" you ask.

"Guess so," replies Catherine.

For a moment you struggle with the frozen door, but finally manage to pull it open, splintering the ancient wood in the process. Below, you can make out the first few steps of a stone staircase descending into darkness.

"What?" you ask.

"I didn't say anything," replies Catherine. "Let's go."

The darkness is oppressive as you follow Catherine down the stairs. Your speaking stones offer only a small sphere of light in the pitch black, but from the quality of the air and the acoustics, you can tell that you are in a vast cavern.

"Try not to be your usual clumsy self here," quips Catherine. The offhand remark stings, but Catherine doesn't even turn around.

"Bossy," you mutter to yourself.

"What was that?" asks Catherine.

"I said you're bossy."

"Okay…" she starts to reply before you cut her off.

"You're always telling me what to do."

"Yury, where is this coming from?" asks Catherine.

"And I'm not clumsy!" you yell.

Who said you were clumsy!?" asks Catherine, clearly confused.

"You!"

"Yury, I haven't said a single word since we started down these stairs."

"She's a liar. Push her down the stairs," a voice whispers. You take a step towards Catherine before you realize what's happening.

"What are you doing?" Catherine asks, her eyes wide.

"I don't…I don't know," you stammer. "I heard…something."

"Yury, you're scaring me."

"She knows you tried to kill her," another voice whispers. "She'll never trust you again." You swing your head to try and catch sight of the speaker, but no one is there.

"Why don't you go first," says Catherine, looking at you strangely.

"O…okay," you reply sheepishly. "Catherine …I'm sorry."

"Let's just find the vision stone and get out of here."

At the bottom of the staircase a series of massive columns stretch off into the darkness, each one covered with strange pictures and symbols. You turn, expecting Catherine to be examining the columns. Instead, you catch her looking at you.

"She hates you," another voice whispers. "Leave her behind." You start to walk a little faster, not quite sure what you're doing. You just need some space to sort out your thoughts, but Catherine keeps following you.

"Yury, slow down. We don't know what's down here," Catherine says, jogging to catch up to you. Just ahead, you notice that the ground drops away and the darkness seems to take on a solid form. Not even the light of your speaking stone penetrates the curtain of black.

"Come to us! We will accept you…" the voices call out to you.

"Yury, stop!" You can hear Catherine behind you, but her voice sounds strange, like she's underwater.

"Forget her, " the voices say. "Here, there is no judgment, no shame."

"That sounds nice," you think to yourself, as you step off the cliff.

Move the Guards to Frozen Wastes: The Abyss. Proceed to page 33, and read Chapter 2:14.

Chapter 2:14 Frozen Wastes: The Abyss - Catherine

"Yury!" You reach out to grab for him and your hand passes into the wall of blackness. Immediately, you are assaulted by voices: people you know, as well as voices you've never heard before. They all claw and tear at your mind, and you find yourself falling, or rather, floating in the inky blackness. You desperately look around for Yury, but you can't even see your own hands in front of your face. A wave of vertigo passes over you, and you lose all sense of direction. You try to kick and flail your way back to the cliff, but it's impossible to tell what direction you're moving in, or if you're even moving at all.

And then, miraculously, your hand brushes against something. You cling tightly and pull yourself closer. Yury!

"Yury, can you hear me?" Your voice is muffled in your own ears.

"Yes," comes the faint reply. "Catherine, I'm scared."

"Me too, Yury, but we found each other. We'll get through this."

"What are all these voices?" he asks. "They won't leave me alone."

"I don't know, but I think our speaking stones are protecting us."

Suddenly, a tiny pinprick of light blossoms in the distance. Compared to the darkness, it's as bright as the sun. The light grows larger, and you can't tell if it's moving towards you, or you towards it. Suddenly, you are next to it; a small gemstone radiating pure light. You place your hand on it and a wave of light blasts the darkness away. There is a moment of silence before the screaming starts. All around you, the air is filled with a swirling mass of transparent, angry spirits.

Unwrap the "Campaign 2 Bosses" deck now. Place the cards and their corresponding separators in the card index box.

Battle Event - AMBUSH

Place Boss - Echo of Tenebris and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:14 - Victory* below.
Obtain: Vision Stone (Accessory)
Spirit Boss Challenge C2:1 now unlocked!

Chapter 2:14 - Victory

The last spirit dissipates into the air and an invisible weight lifts from your shoulders.

"I saw my mother in there," you say, turning to Yury, but he is staring blankly at the ground.

"I tried to kill you..." he says, his voice cracking.

"No Yury, I know that wasn't you."

"It was!. For a moment it was."

"It could have been," you concede, "but it's not. That's the insidious thing about Tenebris, it makes you think things that aren't true. I know that wasn't really my mother."

"I saw my father in that thing too," says Yury.

"Like I said, it wasn't really him." You're slightly surprised when Yury suddenly grabs you in a fierce hug. For once, you stop trying to explain things and just hug him back. After a moment, Yury breaks away and looks down awkwardly.

"Hey," you say, wrapping your arm around his shoulder. "We have a decision to make. We can head back to Mahl and show her the stone, or we can just get right back on our boat and get out of this place. What do you think?"

Choose a path:

A. Return to the Tumani and let them know you have the Vision Stone.

Place a narrative chip on Frozen Wastes: Tumani Village. Begin exploration phase. Upon arrival at Frozen Wastes: Tumani Village, proceed to page 35, and read Chapter 2:15.

B. Return to Captain Fyodor and check on the ship.

Place a narrative chip on Frozen Wastes: Uzkin Pass. Begin exploration phase. Upon arrival at Frozen Wastes: Uzkin Pass, proceed to page 36, and read Chapter 2:16.

Chapter 2:15 Frozen Wastes: Tumani Village - Yury

Word of your return spread quickly The entire village is surrounding you when Maht steps out of her house to meet you

"Sighted Ones, you have returned to us with Vision Stone This is day long hoped for among us." The Tumani don't cheer or clap, but when you look around, you see tears on more than one face

"It is most fervent desire," Maht continues, "that great temple be restored, and Vual rise. Now you hold key." You imagine the darkness in Skryvat temple and shutter at the thought of that darkness being released into the world

"Maht " you begin

"Vual has been corrupted," Catherine cuts in. There are a few gasps and angry grumblings from the Tumani before Maht holds up her hands to silence them

"How so?" she asks.

"There was a living darkness surrounding the Vision Stone," Catherine continues. "It was full of malevolent voices

"Ahh," replies Maht, visibly relaxing. "It has always been so. That is why only Sighted Ones have any hope to restore great temple."

"You knew about the darkness, about Tenebris?" you exclaim.

"No Tenebris," states Maht. "Voice of Vual. Only Sighted Ones can hear it and keep themselves."

"These Sighted Ones," you say. "We call ourselves Stonebound."

"Stonebound?" Maht tries the word.

"And this Vision Stone," you continue. "It's a speaking stone, but I've never heard of one this old! It means that the Voice has been trying to reach us long before now!"

"Yury," Catherine cautions. You suddenly realize that the Tumani are all staring at you nervously. They have no idea what you're talking about.

"Sorry," you mumble. "I just got excited."

"It's fine," Catherine says to you, lowering her voice. I just don't think they're ready to hear all this." Catherine turns back to Maht again "Rest assured, Maht. We will go south to the great temple The door will once again be opened, and we will hear what Vual has to say." Upon hearing this, the Tumani finally show some emotion There are whoops and cheers as the villagers gather close to get a better look at the Sighted Ones.

"You not leave empty handed," says Maht above the noise. "Village has gathered gifts for your journey. You return to great temple with Tumani blessings."

Obtain:
Tumani Beads (Accessory)
2x Cooked Fish (Item)

Place a narrative chip on Node 21.

Begin exploration phase.

Upon arrival at Node 21, proceed to page 37, and read Chapter 2:17.

Chapter 2:16 Frozen Wastes: Uzkiy Pass - Yury

After your ordeal in Skryvat Temple, you're looking forward to boarding Captain Fyodor's ship and sailing as far from the Frozen Wastes as you can get. The only obstacle left is Uzkiy Pass. The narrow pass still makes you uneasy, so you decide to strike up a conversation with Catherine to take your mind off the towering mountains above us

"Hey Catherine I've been thinking."

"What about?" Catherine asks, only half paying attention

"The vision stone."

At this, Catherine's eyebrows raise "Interesting, isn't it? And what conclusions have you drawn?"

"Well, I think it may be some kind of speaking stone."

"Yes, I think so too." replies Catherine "Do you know what that means?"

You try to guess where Catherine is going, but you can't come up with anything. "I don't know, what does it mean?"

"It means that the Voice has been talking to the Tumani for a very long time. Or at least trying to talk to them Somewhere along the way, the Tumani took a wrong turn and allowed Tenebris to creep in."

Do you think the vision stone was protecting them?"

I think it's possible. If It wasn't for this stone," Catherine says holding the stone aloft, "the Tumani might have fallen to Tenebris a long time ago

"Such a pretty rock" says a gruff voice. "You should be more careful when you flash your shinies. All sorts of creatures lurking about these parts

Blocking the path are no less than ten Tumani raiders They give you the distinct impression of a pack of hunting wolves

"Come come" says the leader, "show us what else you've got"

Without warning, the vision stone flares to life in Catherine's hand and bolts of lightning lash out at the raiders. Some bolts strike raiders directly, while other bolts crash into the granite cliffs. The impact causes massive chunks of stone to break free and rain down on the heads of the surviving raiders. When it's all over, only three of the ten raiders are left standing, the leader among them

"Oh, I'll definitely be taking that stone," he growls.

Battle Event

Place a '2 Star - Tumani Raider' and AI deck on an enemy dashboard on slot 1 and slot II of the battlefield Place a '2 Star - Tumani Hunter' and AI deck on an enemy dashboard in slot III of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 2:16 - Victory* below

Chapter 2:16 - Victory

The last of the raiders falls, and you find yourself in the middle of a very disturbing scene. Bodies lie all around you, electrocuted, crushed, stabbed and slashed

"How did you do that thing with the stone?" you ask Catherine

"I don't know It just happened. I didn't do anything."

"You didn't hear the Voice?" you ask.

"I... I don't know," replies Catherine "I think for now, we should get back to Captain Fyodor. We'll have more time to study the stone during the voyage back"

"That sounds good," you agree. "I can't wait to be free of this place."

Place a narrative chip on Node 21.

Begin exploration phase.

Upon arrival at Node 21, proceed to page 37, and read Chapter 2:17.

Chapter 2:17 Northern Dock - Catherine

"My little Stonebound return!" Captain Fyodor stands at the top of the gangplank with his arms open wide. "We waited and waited for you. Not one member of my crew ever spoke of returning without you. In fact, I had to hold them back from abandoning the ships to look for you."

"Captain Fyodor! " you return the greeting. "I'm not sure exactly how much of that I can believe, but it's good to be back. I see you've fixed your ship."

"Indeed. Easy work for a crew such as mine. Even easier with another ship to watch our backs." Captain Fyodor motions to the captured raider ship now commanded by his first mate, Stepan.

"You have a name for her yet?" asks Yury.

"*Stonebound*," the captain laughs. "What do you think of that?"

"That's a bit bold," you say.

"You have to be bold to make it on the sea. As soon as you and Yury are settled in your cabins we can set sail. And later, I'd love it if you would both join me in my quarters for dinner. That is, if your stomach allows."

"After what we've been through, I'm looking forward to a bit of seasickness," you reply.

"Thank you, captain," says Yury. "I for one, can't wait to get back on the open ocean."

"That makes two of us! I'll see you when we're underway."

As *Hunter* and *Stonebound* disappear over the horizon, a third ship quietly slips out of a hidden cove and slowly makes its way south. The ship rides dangerously low in the water and would be no good in a fight on the open sea; better to wait and strike when the time is right. The humans aboard the ship are very good at waiting, but even they can sense that the time to strike is near.

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 5 in the Fort Istra & Save Index Book to send out **Commission Three!**

END OF CHAPTER 2

Exploration Phase now uses Enemy Index Chapter 3. See page 9 in the Enemy Index Book.

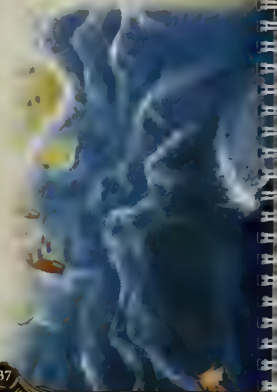
A new Caravan Quest is available!

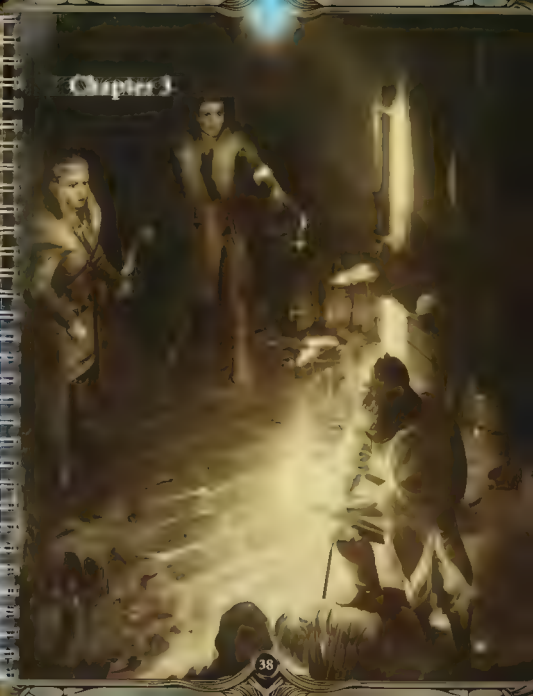
Move the Caravan Chip to Node 68. Caravan Quest 2 is now available. See page 126 in the Quests book.

New Side Quests are available!

Additional Side Quests are now available for Chapter 3. See page 31 in the Quests Book.

Move the Guards to Node 42. Proceed to page 39, and read Chapter 3:1.





Chapter 3:1 Sea Outside Fort Strazh - Yury

As you sail past Fort Strazh, a funny feeling creeps over you. You stare at the fort, still some distance away, and recognize its familiar shape, the towers and battlements the same as ever. You can't figure out why you feel uneasy, and then it hits you: there are no Guards on the walls.

Captain Fyodor stands next to you on the deck. He can tell that something has made you uneasy. "Out with it, lad," he says.

You shake your head. "I can't exactly explain it," you say, "but something isn't right."

Rather than putting your mind at ease, the captain nods solemnly. "When you're out at sea," he explains, "you learn to trust those feelings. If the wind strikes you the wrong way or the sky seems a bit off color, you wonder if a storm is coming."

"So I should always trust my instincts?" you ask.

"To a point," the captain explains. "You can't hightail it back to port every time you get a funny feeling, but you can keep your eyes open and your ears sharp."

Following this advice, you continue your observations of the fort as you pass, hoping to find some deeper explanation for the feeling of dread that has crept up inside of you.

"It's probably nothing," you admit. "My father used to say I have an 'overactive imagination.'" A memory resurfaces. You are playing with Emond, your favorite stuffed rabbit, while your father sits by a roaring fire. You give Emond a voice, pretending that he could speak. Without so much as glancing up at you, your father snatches Emond from your hands and tosses him into the flames. You know that tears will be punished even more severely, so you watch your companion burn without so much as a sniffle. Your mother had died only a few weeks before, and your father was so consumed with his own grief that he had not offered you even a single word of condolence.

Captain Fyodor pats you firmly on the back. "I promised I would check in on your companion," he explains. "She's in good spirits, but still hasn't found her sea legs." With that, he makes his way below deck.

Place a narrative chip on Ryba: Docks (Mini-Map).

Begin exploration phase.

Upon arrival at Ryba: Docks, proceed to page 40, and read Chapter 3:2.

Chapter 3:2 Ryba: Docks - Catherine

The sun is shining, and there isn't a cloud in the sky. On a day like this, you'd expect to find Ryba come fully to life—the laughter of children racing along the boardwalk and the excited shouts of merchants hawking their wares. Instead, an eerie silence greets you as your ship returns to port. As Captain Fyodor's crew moors *Hunter*, fishermen stare up at you, their eyes so cold and indifferent that it sends a shiver down your spine. As giddy as you had been to return to dry land, you find yourself suddenly infected by the city's foul mood.

"Now we celebrate," Captain Fyodor announces happily.

"What's the occasion?" you ask, looking around, but you can't resist cracking a smile. The captain's good cheer is helping offset the city of Ryba's icy reception.

The captain shrugs. "The success of your mission," he suggests, "or the end of a long voyage. Take your pick. Either way, there's a table at the Tradewinds with our name on it."

An image flashes through your mind of you, seated at a table in the corner, a glass of spiced wine in one hand and a book in the other. A feast has been laid out before you: fresh bread, sugared almonds, white cheese, and a plump duck roasted with carrots and yams. In the background, a trio of musicians sing and strum their lutes as the rest of the tavern dances by candlelight. This has always been the thing that has made you the happiest: to be surrounded by people, but set apart, sitting quietly in the corner with a good book—neither a social outcast nor the center of attention.

"I'm not sure there's time," Yury warns the captain, but you quickly correct him.

"We have to eat," you remind him, "and it would be ungracious not to accept an invitation at the conclusion of a business transaction."

Captain Fyodor nods respectfully, and leads you toward the Inn.

Place a narrative chip on Ryba: Tradewinds.

Move the Guards to Ryba: Tradewinds. Proceed to page 41, and read Chapter 3:3.

Chapter 3:3 Ryba: Tradewinds - Yury

Though the innkeeper filled your glasses when you first arrived, you haven't noticed him since, and you are starting to get hungry

Neither Captain Fyodor nor Catherine seem to mind. They are too busy regaling each other with slightly exaggerated retellings of their adventures. The captain becomes particularly animated when describing the "leviathan" he encountered the last time he journeyed to the Frozen Wastes.

"I only caught a glimpse, and it never broke through to the surface," he explains, "but I can say with certainty that it was larger than my ship. In fact, it was big enough that it could have swallowed us whole!"

The Innkeeper finally arrives with three plates. His face is flush with embarrassment as he gingerly places them in front of you. When you examine the contents of your meal, you can understand why. Each contains a single potato about the size of a grape, two thin strips of roasted [illegible] and a single slice of bread so hard that it could break a tooth.

"I sent my boy out this morning for supplies," the Innkeeper explains, "but the Guard have been commandeering food from the marketplace. They say they need to stockpile, in case there are shortages, but it seems to me they're the ones creating the shortage! It's the circle giving the orders. I never was one for following. Unidel, and I wouldn't trust that new farseer they got with a full week's catch, if you'll forgive my saying so."

You smile at the man. "There's nothing to forgive," you assure him. "We're grateful for all the food you're able to spare."

The Innkeeper retreats back to his kitchen, shouting a series of apologies along the way, and promising to bring out more food the moment it arrives.

You stare down at your plate discontentedly, poking the potato with your fork. To add insult to injury, you notice that it is slightly overdone.

There are worse things than a light meal," Catherine reminds you. "We should be grateful for what we have."

Ryba is getting worse by the day," Captain Fyodor admits. "There may come a breaking point when the people here revolt against these conditions, but I try to stay out of politics. Bad for business."

"You could join us..." Catherine starts to suggest.

The captain laughs so loudly and joyously that, for a moment, you forget about your meager meal. "What would someone like me do on land?"

"You wouldn't have to be on land," you say. "You could join us as far as the river takes you." Before Captain Fyodor can respond, a man bursts through the door. He is panting, and his clothes are drenched in sweat.

"Please," he says. "You must hurry."

Catherine stands and calmly places an arm on his shoulder. "Take it easy, friend," she says. "Tell us what happened."

"The Guards are threatening Avraam," the man explains. "He committed no crime. He was only asking questions. Questions about the curfew and the food shortages. The town can't survive like this for much longer. But people are afraid to speak out."

"We are members of the Guard as well," Catherine explains. "If your friend has committed no crime, then I promise you we will not allow him to come to any harm. This may just be a simple misunderstanding. Where is Avraam now?"

"He lives in the Narrows," he says. "Come with me, I'll take you."

Place a narrative chip on Ryba: The Narrows.

Begin exploration phase.

Upon arrival at Ryba: The Narrows, proceed to page 42, and read Chapter 3:4.

Chapter 3:4 Ryba: The Narrows - Catherine

You head down the long, narrow street toward Avraam's house. The homes here are packed so close together that only a few slivers of sunlight enter from the sky above. Many of the two-story buildings appear to be built on top of each other with little planning involved, and an elaborate system of walkways and bridges criss-crosses the street, connecting the houses together.

Three Guards have surrounded a ramshackle house with faded yellow paint. They drag a man through the front door and toss him into the mud. His face is already bloodied and bruised.

"Sorry about that," one of the Guards sneers. "I didn't hear that last thing you said. Something about questioning the wisdom of the king's orders?"

"You mean Fennota's orders," Avraam counters.

The Guard kicks him hard in the stomach, causing him to gasp and spit blood into the dirt. Another Guard lights his torch, moving the flame so close to Avraam's face that it singes his hair.

"What are you doing?" you demand. "Put that torch out. A single stray spark could light up this entire street!"

"Oh we wouldn't want that to happen, would we?" the Guard says, waving the torch menacingly.

You can't believe what you are seeing. Not every member of the Guard is polite, or even honorable, but the behavior of these men is shocking. There is something strange about the way they move and even the way they talk.

"This man is fomenting rebellion," the Guard holding the torch explains to the gathering crowd. "If any of you know where his friends are, speak now and there'll be a big fat reward for you."

Avraam rises to his feet and stumbles over to you. "We are only defending ourselves," he pleads. "They've seized our boats and food from the marketplace. If something isn't done, the people will starve!"

The Guard holding the torch laughs. "There are worse ways to die." With that, he tosses his torch through the window of the house. Avraam tears off his coat and runs into the house attempting to smother the flames, but the fire has already leapt up the walls. You move to help, but the Guards block your path.

"That wasn't the first mistake you've made today," you tell the Guards. "But, I assure you, it will be the last."

Battle Event

Place a '3 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I, slot II of the battlefield
Place a '3 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot III of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:4 - Victory* below.

Chapter 3:4 - Victory

The Guards disperse, but the fire has spread to other homes. Despite his injuries, Avraam is directing the villagers to collect buckets of water from nearby homes in order to fight the fire. You rush to help, but stop when you hear a voice cry out from the nearest house.

"There's someone still in here!" you yell. Before you can blink, Yury kicks the door in and rushes headfirst into a cloud of smoke. He emerges a moment later with a woman cradled in his arms. As Yury lays her on the ground, a group of villagers rush into the building with buckets of water and begin dousing the flames.

You kneel next to the woman and see that her left arm has been badly burned. You look up and spot Avraam nearby, carrying a bucket of water. "Avraam!" you call out. "This woman needs water!" Avraam sloshes the bucket down next to the woman and you gently place her arm in the water, even as she thrashes and screams.

"This is insane!" Yury yells. "They came to arrest one man, and then they try to set the whole town on fire? It doesn't make sense!"

"Let's make sure this fire is under control," you say. "Then we can talk to the mayor and see what's going on."

Place a narrative chip on Ryba: Townhall.

Move the Guards to Ryba: Townhall. Proceed to page 44, and read Chapter 3:5.

Chapter 3:5 Ryba: Town Hall - Yury

The banners hanging from the vaulted ceilings of the town hall, coupled with the soft glow of the chandeliers give the room a festive appearance. The wooden tables overflowing with food only add to the look. Undoubtedly, this is the food that was "confiscated" from the marketplace. Everywhere you look, Guards are tearing into the bounty with such vigor that one might mistakenly think they hadn't eaten for days.

Mayor Oleg is seated at the head table with one cheek buried despondently into his fist. He is surrounded by members of the Guard. One is holding an unfurled piece of parchment and appears to be reading its contents aloud. You recognize him as Krill. Though you were never exactly friends, you are surprised to see how much the man has changed. His eyes are bloodshot and haggard and a permanent sneer is affixed to his face. His skin is paler than you remember, and you could swear that he had grown several inches in height! So far, he has not noticed your presence.

Until such a time as the safety of the kingdom can be assured," Krill reads from the proclamation in his hands, "the Guard shall take up residence in as many homes in Ryba as their numbers should require. Until such a time as the safety of the kingdom can be assured, a curfew shall be enforced and gatherings of more than three individuals shall be strictly prohibited. Until such a time."

"Until such a time as the safety of the kingdom can be assured," the mayor cuts him off, "it is our privilege to starve so the Guard can eat. For the glory of Isofar."

"Excuse me, sir," Catherine interjects. "I am Catherine, and this is my companion, Yury. We are also members of the Guard. If you can spare us a moment, we would seek a private audience with you on a matter of some urgency."

Krill stares down at Catherine as if she were no more significant than a wet leaf stuck to the bottom of his shoe. "Catherine. Yury," he says coldly. "What is the meaning of this? What could you possibly have to say to this old windbag, that you couldn't say to us?"

Catherine winces, but nods her head respectfully. "Very well. Three Guards stationed here set fire to a man's home. The flames spread, claiming several houses and severely burning a woman. If nothing had been done to stop it, the fire could have claimed countless lives. We'd like your help to make certain these soldiers are held accountable."

As Catherine speaks, you can see Krill becoming agitated. Perhaps it is merely a trick of the light, but for the briefest of moments it almost seems as if his eyes turn red.

"If you have questions about the way the new laws are being administered," he hisses, "perhaps you should take the matter up with Akev yourselves."

Your eyes widen with surprise. "My father? He's here?"

Krill's face softens as he reassesses the situation. "He's not here, no. He's in Fort Strazh. I'm surprised you haven't already gone to see him," he says. "There are plans in motion of which you are perhaps not yet aware. Your father can explain them to you. The king has announced a vision for a new and glorious Isofar."

The more he talks, the more convinced you are that Krill has been twisted by Tenebris. You fear the same may be true of your father. Perhaps it is not too late to convince them to find a better path.

"What do you say little Yury?" Krill smiles. "Shall we go see daddy?"

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out **Commission Four.**

Choose a path:

A. Go with them to see Akev.
Place a narrative chip on Fort Strazh: South Gate (Main Map). Move the Guards to Fort Strazh, South Gate. Proceed to page 45, and read Chapter 3:6.

B. Try to dissuade them from their corrupted path.
Proceed to page 46, and read Chapter 3:7.

Chapter 3:6 Fort Strazh: South Gate - Catherine

About a mile from Fort Strazh, you notice a large detachment of soldiers heading west along the road to Mir. For some reason, this puts Krill and Karine, the other Guard escorting you, into a foul mood.

"Is something the matter?" you ask, genuinely concerned at the sight of so many Guards being mistreated. Krill doesn't seem to hear your concern and instead acts as if you had mocked him.

"No!" he snaps. "Everything is great! I'm pleased to see our comrades-in-arms march off to battle. After all, Captain Akev will need his strongest, most trustworthy soldiers to stay behind and guard the fort."

"Captain Akev?" questions Yury. "My father is a lieutenant. What happened to Captain Grigory?"

"That fool Grigory was kicked out of the Guard and exiled," laughs Karine. "How do you not know this?" You struggle to keep a neutral face as a wave of emotion threatens to overwhelm you. Too many things were happening all at once.

"We've ahh, been on a special assignment in the North," you manage to reply. "We just got back, when those crazy Guards tried to burn down Ryba."

"Crazy?" says Krill. "Didn't I tell you, there's a new way of doing things now?"

"Yes, sorry," you say. "I'm still not used to all the changes." You can sense the conversation getting away from you and look to Yury for help. You are horrified to see that he has stopped in the middle of the road and his face is a mask of barely contained rage.

"Catherine, there's no reason to hide who we are anymore."

"No Yury, not now," you say, but you know it's already too late.

"What are you two talking about," demands Karine.

"There *is* a new way of doing things," says Yury. "The way of the Stonebound. Now, you can lead us to my father *right. now.* Or get out of our way."

"Stonebound," Krill growls. "I should have guessed." His eyes glow like red-hot coals, and his teeth have become long and sharpened like the fangs of a wolf.

"We are not your enemy!" you shout, but it is too late. Krill and Karine lunge forward, forcing you to defend yourself.

Battle Event

Place a '3 Star Tenebris Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:6 - Victory* below.

Chapter 3:6 - Victory

The ground beneath you is stained with Krill and Karine's blood. Above, you hear several Guards shouting frantically from the wall. They open the gates, no doubt to send out reinforcements. To your surprise, Yury heads straight towards them.

"Yury! Wait!" you shout. You grab him by the shoulder, pulling him back. "If you'll just listen-"

"No," he answers forcefully. "This time, you listen to me." The firmness of his voice surprises you. You have never seen him more resolved. "Those Guards weren't even human anymore. My father is in there! If he's mixed up with this, he owes us an explanation. But if he's innocent, then I'm going to make sure he doesn't turn into one of those things."

"We need a plan," you suggest gently, but he pushes you off.

"Come with me or don't," he says, "I'm going either way" With that, he heads into the fort. Whether he knows it or not, Yury is the closest thing you have to a friend. You have no choice but to follow him inside.

Place a narrative chip on Fort Strazh: Courtyard.
Move the Guards to Fort Strazh: Courtyard. Proceed to page 47, and read Chapter 3:8.

Chapter 3:7 Ryba: Town Hall - Catherine

"This is madness," you say. "You sit here prattling on about glorious visions and secret plans while your soldiers needlessly terrorize the town. If Grigory were here, those men would be dragged off in chains."

"Then we should be grateful he is no longer in command," Krill counters with a smug, self-satisfied grin.

"No longer in command? What happened?" you ask, dreading the answer.

"Exiled," Krill answers. "And if you ask me, that traitor got off easy."

You manage to keep a neutral face, but inwardly you are flooded with relief. At least Grigory is still alive. You stare up at Krill, searching for any last trace of human decency. "About these rogue Guards. I ask for a formal inquiry," you say, "as is the right of any citizen."

Krill shakes his head. "Until such a time as the safety of the kingdom can be assured," he explains, "the right to a formal inquiry has been suspended."

You find it suddenly difficult to keep a lid on your temper. "I've never much cared for you, Krill," you admit, "but until now I've always thought of you as an honorable man. You know full well that doing the right thing sometimes means bending the rules. We cannot afford to be inflexible. Not when lives are at stake."

"For the record," Krill announces to the room, "you have just admitted, in front of witnesses, your opposition to the king's law. You stand in treason against the crown."

Yury's face tightens and he grips his axe, already prepared for a fight, but you place a hand on his shoulder, and he relaxes his grip.

"You're twisting my words," you explain. "Just as the law itself has become twisted and corrupted. You are not the man I once knew if you would stand idly by while innocents are slaughtered."

"I'm not the one who has changed," Krill sneers. "You used to be one of us. Now you would side with the rabble? I'm placing you under arrest. My men will take you to Captain Akev. It makes little difference to me whether you are brought to him dead or alive." He draws his sword.

Battle Event

Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:7 - Victory* below.

Chapter 3:7 - Victory

The other Guards watch dispassionately as you fight two of their comrades, treating it as if it were the entertainment to accompany their evening meal. But when you are victorious, they rise from their chairs, and an eerie silence fills the room. It is broken with a low growl so convincingly dog-like, that for a moment you assume a pack of canines has been set loose into the hall. As it grows louder, the soldiers work themselves into a frenzied rage. Their eyes glow red like hot embers plucked from the flame, and their teeth have become sharp like wolves.

Mayor Oleg grabs you by the hand and pulls you to the back of the room. He traces his fingers along the edge of some old wooden shelves. You hear a "click", and the bookcase pulls forward, revealing the entrance to a narrow tunnel. You follow him inside, and he shuts the door behind you. Though he bars it with a large wooden plank, you can hear the soldiers furiously smashing the wood from the other side.

The tunnel eventually ends at a small staircase leading upwards. Ascending it, you are surprised to find yourself in a small boathouse.

"There's a boat here," the mayor explains. "You should leave immediately. If they catch you, you'll be killed for sure."

"What about you?" you ask.

"I'll be fine. I have people that can get me out of the city."

"Thank you for everything," says Yury. "We'll head to Fort Strazh. Maybe we can get to my father before word reaches him of what happened here."

Place a narrative chip on Node 50.
Move the Guards to Node 50. Proceed to page 48, and read Chapter 3:9.

Chapter 3:8 Fort Strazh: Courtyard - Yury

Your heart pounds in your chest as you run through the open gate into Fort Strazh. As you do, Catherine's words of warning echo in your ears. Deep down, you know that she's probably right. What you're doing right now, rushing in headfirst without a plan, is a bad idea. But you're so used to her calling the shots that a part of you was worried that she would talk you out of something you should have done years ago. If you had waited, you might lose your courage the way you had so many times before. It's time to finally confront your father. It's now or never.

Thankfully, only a few Guards have been left to defend the fort. Surprisingly, there are Tumani Raiders here serving alongside them. Not in your wildest dreams would it have occurred to you that these two groups might stand side-by-side. Or that you would be their common enemy. The moment they see you, they charge forward with weapons drawn.

"Yeah," you mutter under your breath, "this was a bad idea."

Catherine positions herself by your side. From the corner of your eye, you see a thin smile spread across her face as she welcomes the Guard and Raiders into battle.

Battle Event

Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot II and slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious, Proceed to *Chapter 3:8 - Victory*

Chapter 3:8 - Victory

The Courtyard has been cleared. Catherine heaves a sigh of relief and then she places a hand on your shoulder. "I'm not sure if that was very, very brave or very, very stupid," she admits, "but next time, let's make sure we're on the same page first, okay?"

You can feel your face turn red with embarrassment. "It won't happen again," you insist.

Her eyes narrow, and she drops her smile. "I understand. He's your dad. You want answers from your father? Then lead the way."

You lift your head, meeting her gaze. Without words, a mutual respect is communicated deeper than any you have ever felt before.

Together, you head toward the Great Hall.

Place a narrative chip on Fort Strazh: Great Hall.

Move the Guards to Fort Strazh: Great Hall. Proceed to page 49, and read Chapter 3:10.

Chapter 3:9 Fort Strazh: Docks - Yury

You moor the boat to the dock. Now that you're here, you're not certain what to do. If news has already spread of the fight with the Guards in Ryba, entering the fort might be signing your own death sentence.

Catherine smiles. "Come on," she says, "Mayor Oleg isn't the only one with secrets. I was stationed here a couple years ago. There's a hidden passageway in a nearby cavern leading out into the stables. If Fort Strazh was ever attacked, it was supposed to be used as an escape route."

As you approach the cave, you see a Raider ship anchored offshore.

"That's odd," you say. "That's a Tumani ship. Do you think they're attacking the fort?"

"If so," Catherine reasons, "it might give us the cover we need to get in without being detected."

Catherine seems ready to move on, but you hold her back. "Wait," you say. "We need to talk about what happened."

"To be honest," Catherine admits, "I've been trying to push it from my mind. To focus on the mission."

"Those soldiers weren't human," you remind her. "I don't know what role my father is playing in all of this, but I'm not going to let him turn into one of those things."

"No one should be forced to kill their own father," Catherine insists. "If we have no other choice, the responsibility will be mine."

You shake your head. "If it becomes necessary, I can face him," you explain, "but you have to follow my lead. He's my father. I decide if he's too far gone to be saved."

Catherine nods solemnly. She lifts her head, meeting your gaze. Without words, a mutual respect is communicated deeper than any you have ever felt before.

You make your way past the docks and enter a cave carved into the cliff below Fort Strazh. Catherine leads you along the tunnel until you reach a left turn. As you round the corner, you nearly collide with a Raider sentry. He seems just as surprised to see you as you are to see him.

Battle Event

Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 3:9 - Victory* below.

Chapter 3:9 - Victory

You pull the body further into the cave to hide it from view and then make your way through the tunnel. Eventually, you discover a wooden ladder leading up to a wooden hatch. You push it open and crawl up into a stall behind a clayhorn that barely seems to register your presence.

When you exit the stables, you discover that the courtyard is empty. There are no Guards left to even man the walls of the fort.

"This is strange," Catherine admits. "Where do you think everyone is?"

"We should head to the Hall," you suggest. "If my father is here, that's where he'll be."

Place a narrative chip on Fort Strazh: Great Hall.

Move the Guards to Fort Strazh: Great Hall. Proceed to page 49, and read Chapter 3:10.

Chapter 3:10 Fort Strazh: Great Hall - Catherine

You enter the Great Hall, finding the entrance unguarded, and discover Temnota sitting on a throne. She's idly rolling a staff in her hands as a Guard and Raider argue in front of her, attempting to win her favor.

When she sees you, Temnota smiles, delighting in the fact that, perhaps, her day has just become more interesting.

"Step forward," she announces grandly, as if she were the queen of Isofar.

"Where is my father?" Yury demands. "What have you done with him?"

Temnota laughs. "Of all the tasks I would be called upon to do today, I never imagined that settling a family dispute would be one of them." She studies you carefully. "I see it now," she admits. "You are Akev's son. He is quite well, I assure you. Better, perhaps, than he has ever been. Like me, he's received Uvidet's blessing. A gift that you could share."

The anger in Yury's face begins to fade, replaced by confusion and then disappointment.

"Your father is a useful man," Temnota adds. "Perhaps you could be useful to me as well."

"If you need help getting down from that throne," Yury snaps, "I would be more than happy to offer my assistance."

As if responding to Yury's challenge, his speaking stone briefly flickers, filling the chamber with a burst of radiant white light.

Temnota smiles. "Stonebound," she says. "Overseer Maksim warned me about you. I must confess, I thought he was exaggerating to cover his failure at the Circle, but here you are. If you had kept your little secret, you might have left this chamber alive. Now, you must be destroyed. It's almost a pity."

The hairs on the back of your neck stand on end as the doors behind you slam shut. You turn, discovering Overseer Maksim blocking the exit.

The overseer laughs. "You escaped me once. Today, I will wash my failure away with your blood!"

Battle Event

Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I of the battlefield
Place a '4 Star - Tumani Raider' and AI deck on an enemy dashboard in slot II of the battlefield. Place 'Boss - Overseer Maksim' and AI deck on an enemy deshboard in slot III of the battlefield

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 3:10 - Victory* below
Spirit Boss Challenge C2:2 now unlocked!

Chapter 3:10 - Victory

Even before Maksim's body slumps to the ground, you can hear Temnota laughing. She rises from her throne and cruelly pokes at Maksim's corpse with her staff.

"A pathetic performance from one of our supposed best," she admits, "but death is no obstacle to Uvidet."

Temnota's eyes roll back into her head, and she stretches out her hands toward Maksim's corpse. Purple smoke streams from her eyes and fingers, surrounding the body in a thick, soupy fog. At first, nothing happens, but as the fog begins to clear, you see two burning red eyes staring back at you from the haze.

Suddenly, a bright disk of golden light appears in the air before you. Giant arms reach out, grabbing you and Yury forcefully by the wrists, and pulling you into the light.

Heal Catherine and Yury's HP to maximum levels. Place a narrative chip on Ryba: Docks (Mini-Map). Move the Guards to Ryba: Docks. Proceed to page 51, and read Chapter 3:11.

Chapter 3:11 Ryba: Docks - Yury

You stumble out of the light and fall flat on your face next to Catherine. You turn and find Dunamis standing over you.

"I apologize for the rough landing," he says. "I had to move quickly."

"It's okay," you say, brushing yourself off. "I'm just glad you got us out of there, but where are we?"

"The Docks in Ryba," answers Catherine. "Don't you remember our good friend, Captain Fyodor?"

You turn and find that Captain Fyodor is waiting at the top of *Stonebound's* gangplank surrounded by his crew.

"Dunamis told us you two would be showing up here," the captain explains. "I just didn't expect your arrival to be so instantaneous."

"Believe me, we didn't expect it either," Catherine says, but here we are."

"Indeed!" exclaims the captain. "You two had better come aboard. The Guard have been searching for you and we can't afford to tarry."

As you board the ship, Dunamis offers you a stern warning.

"If you rely on yourselves; your own power and your own wisdom, you will surely fail. You were sent on a mission to retrieve the vision stone and cleanse the Temple of Vual. Yet, like leaves on the wind, you let yourselves be blown from one worry to the next with no sense of purpose."

"But people were going to die!" Catherine protests.

"Do not make the mistake of thinking you can save all of Eelios by yourself. Each of us has a role to play, but you must seek guidance to know what that role is. When was the last time you quieted your own minds long enough that you might hear the Voice?"

A wave of shame washes over you. Now that Dunamis says it aloud, you can't remember the last time the Voice spoke to you. In the back of your mind, you had always assumed that it was because it had nothing more to say. Perhaps you simply weren't listening.

"You're right," you admit. "We've been led astray."

Catherine nods in agreement. "We're sorry Dunamis," she says. "Your words have not fallen on deaf ears. We will do as you ask."

With a final nod, Dunamis begins to slowly fade away. For a moment, you are silent, waiting for the Voice to speak, but you are greeted only by the sound of the wind and the water lapping against the shore.

"We already have our orders," Catherine says. "What're we waiting for?"

With that, Captain Fyodor gives the signal for the *Stonebound* to set sail towards Fort Istra.

END OF CHAPTER 3

Exploration Phase now uses Enemy Index Chapter 4. See page 13 in the Enemy Index Book.

A new Caravan Quest is available!

Move the Caravan Chip to Node 92. Caravan Quest 3 is now available. See page 126 in the Quests book.

New Side Quests are available!

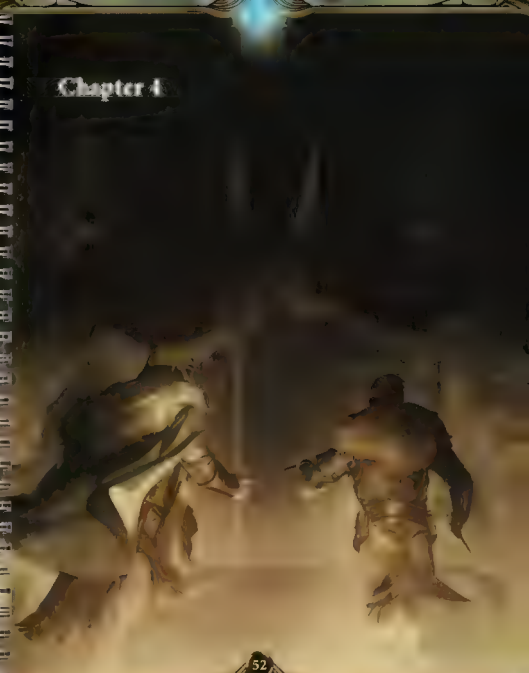
Additional Side Quests are now available for Chapter 4. See page 31 in the Quests Book.

Place a narrative chip on Node 101. Place the Boat Chip on Node 79. Guards must travel by water nodes (blue) to the next narrative chip.

Begin exploration phase.

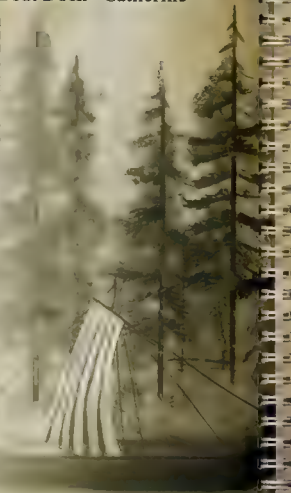
Upon arrival at Node 101, move Guards to Fort Istra: Boat Dock. Proceed to page 53, and read Chapter 4:1.

Chapter 4



Chapter 4:1 Fort Istra: Boat Dock - Catherine

During the voyage to Fort Istra, Captain Fyodor filled you in on all that had happened to him since you parted ways; how his voyage with two Stonebound had affected him so much that he sought the Voice out on his own, and how he finally heard it. After listening to his story you are humbled. You didn't think that you and Yury had left such an impression on him.



As the crew is making the final preparations before docking at Fort Istra, you find yourself standing next to Captain Fyodor on the deck.

"Captain, I've been meaning to ask you: what happened to *Hunter* and the rest of your crew?" A shadow passes along Captain Fyodor's face

"Let's just say that not all of the crew were as enthusiastic about the Voice as I was. Even after everything we've been through, some just couldn't accept it.

"Being Stonebound is a lot to take in," you say.

"Yes! But we saw you in action with our own eyes! How can they still doubt?" Captain Fyodor clenches his fists together, but then seems to deflate. "Anyways, you remember Stepan, my First Mate? I gave *Hunter* to him. Despite my frustration with him, he's still a good man. He'll take good care of her." You place your hand on top of Captain Fyodor's

"Don't give up on them. After all, if someone like you can become Stonebound, then anyone can!"

"Well, that's true enough," laughs the captain. "Thank you, Catherine."

"Don't mention it. All in all, you're handling everything much better than I did."

Place a narrative chip on Fort Istra: Courtyard.

Move the Guards to Fort Istra: Courtyard. Proceed to page 54, and read Chapter 4:2.

Chapter 4:2 Fort Istra: Courtyard - Yury

Every time you visit Fort Istra there seems to be more people. Although most of them are not fighters, it lifts your spirits to know that you aren't alone. People from all over Isofar are supporting the cause in whatever way they can. And yet, news of the outside world is grim. There are reports of some kind of battle in Mir, and you wonder if it somehow involved your father and the troops you saw leaving Fort Strazh. You met one man from Strofa who said that an overseer has locked down the city, and it made you think how similar that situation is to Ryba. You can't help but think things are going to get worse before they get better.

"You ready to go?" Catherine asks.

"Yes, just taking one last look at the place."

"Don't get morbid on me now, Yury. We'll be back before you know it."

"Sure we will," you reply. "Right after we kill an ancient Tumani god." Catherine looks ready to chastise you again, but then she sees the smile creeping up your face and punches you instead.

"Okay Mr. Stonebound. It's time we got back on mission. Let's go clean out a temple."

Stonebound have returned from their Commissions.

Record gathered materials in the Fort Istra Stash and remove all cubes from the map. Reference page 6 in the Fort Istra & Save Index Book to send out Commission Five!

Place a narrative chip on Node 96.

Begin exploration phase.

Upon arrival at Node 96, proceed to page 55, and read Chapter 4:3.

Chapter 4:3 Temple of Vual: Entrance - Catherine

The temple grounds are barely distinguishable from the surrounding forest. If you hadn't been looking for it, you might have missed the temple completely. A hill composed of right angles indicates the outline of a buried foundation. A cylindrical mound of dirt hides a toppled column. Now that you know what you're looking at, you start to piece together what the temple grounds must have looked like in their heyday.

"This place is huge," you tell Yury. "Look at this wall here. It goes back at least 300 feet. You could fit a whole village inside of a building that big."

"There's not much left," says Yury. "What exactly are we looking for?"

"Well, if this is anything like Skryvat Temple, most of it will be underground."

"So a door then? Some kind of cave?" Yury asks.

"Most likely. Let's split up and look around. But stay within earshot." You watch Yury disappear behind a low hill and take the moment's solitude to quiet your mind. Ever since Dunamis warned you about not listening to the Voice, you've been trying to hear it. So far, nothing.

"Catherine! I think I've found something!" You follow Yury's voice and find him standing on the rim of a large depression in the earth. At the bottom of the depression is a door unlike anything you've seen before.

"This has to be it," you agree. "That door looks like it was built yesterday."

"I guess when the ancient Isofarians destroyed the temple, they couldn't get through the door, so they just smashed everything they could up here."

"Well, they didn't have this," you say, pulling the vision stone out of your satchel. "Come on, let's see what it does."

As you walk down the slope, the sounds of the forest get swallowed up and an unnerving stillness fills the air.

"Don't worry," says Yury. "this time, we have the Voice. We had the Voice last time," you remind him.

"Yes, but this time we'll listen." Yury's simple faith reassures you and you feel something inside you relax. As you near the massive door, the vision stone begins to glow in your hands, and the door cracks open. You give Yury a reassuring look and head inside.

Place a narrative chip on Temple of Vual: Antechamber (Mini-Map)

Move the Guards to Temple of Vual: Antechamber. Proceed to page 56, and read Chapter 4:4.

Chapter 4:4 Temple of Vual: Antechamber - Yury

You follow Catherine through the massive door into a pitch-black room. The glow of the vision stone illuminates a small stone pedestal set into the floor.

"Hey look at this," Catherine says. "There's a notch in the pedestal. It looks like the vision stone will fit inside."

"It's worth a shot," you shrug. As soon as Catherine places the vision stone on the pedestal, several torches around the room flare to life and you see one of two stone doors opening up across the chamber.

"I guess we go that way," you say, indicating the open door.

"Maybe," says Catherine, but what's behind the other door?"

"Is there another slot on the pedestal? Maybe a different slot opens the other door."

"No, I don't see anything," replies Catherine. "Let's go see what's in the other room."

"Sure, but we'd better take the vision stone with us," you say, removing the stone from the pedestal. As soon as you take the stone away, the door across the room begins to close.

"Put it back!" shouts Catherine. You hurriedly put the stone back, and the door opens again.

"So I guess the stone stays here. We'll just have to go on without it," you say, starting across the room. When you're a few steps from the vision stone, a sense of dread washes over you, stopping you in your tracks. Then, the whispers start.

"What's the matter?" asks Catherine.

"I can hear the voices again. As soon as I left the vision stone."

"Well come back!" Catherine implores you.

"No, I think I can handle it now that I know what it is. I'll go see what's in the next room, and you stay with the vision stone. I don't want to be trapped in there."

"Okay," Catherine says reluctantly. "But be careful in there. At the first sign of danger come back and we'll figure something else out."

The next room appears much like the first. There is a stone door on each wall and a pedestal in the center of the room.

"It looks safe," you call back to Catherine. "There's another pedestal in here with handles on it. It looks like I can rotate it."

"Okay, just be careful." she calls back.

"She's going to trap you in here. She never really forgave you for trying to kill her." You have a moment of panic before you realize the voice is just in your head. You grab hold of a handle and spin the pedestal. As soon as you do, the open door slams shut leaving you in complete and utter darkness.

"Catherine! Open the door!" you scream.

"She can't hear you," the voice in your head whispers. "No one will ever hear you again."

To proceed to the next scene you must solve the puzzle on pages 59-60. Proceed to pages 57 and 58 for instructions on how to begin the puzzle.

Temple of Vual - Puzzle Instructions

To proceed to the next scene you'll need to guide Catherine and Yury through a labyrinth within the Temple of Vual. On pages 59-60 you'll find a special map to use to complete this puzzle.

To begin you'll need Catherine and Yury's bust chips.

To complete this puzzle you'll need to move both of the Guard's chips to the exits at the top of the map. To do this you'll move the Guard's chips to pedestals indicated by the icon below.

Next to each pedestal you'll see one or more colored icons. They are (from left to right): **Fish**, **Wolf**, **Bear**, **Clayhorn**, and **Uvidet**.

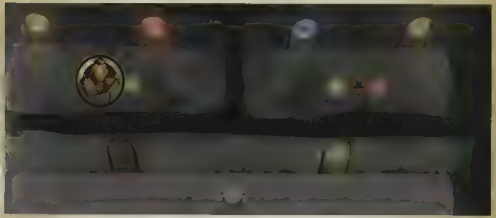
When you move a Guard's chip to a pedestal, you'll choose one of the icons shown by that pedestal. (This represents the Guard spinning the pedestal to that icon). This will activate all doors in the puzzle that match that icon. ALL doors in the puzzle with the matching icon open, and ALL other doors close.

Once the matching doors have opened you can move one or both of the Guards to another room. This process is repeated until both Guards have reached the end and exit through the top two 'Uvidet' doors.

When moving a Guard between rooms and opening doors, there is not a turn order. This means you can have a Guard open doors and move as many times as you'd like before switching to the other Guard.

There may be situations that leave the Guards stuck in a room with no escape. If you find yourself unable to proceed or wish to reset the puzzle you may move both Guards back to the start of the puzzle and begin again.

...Yury finds himself trapped with his Guard in the room on the left of the puzzle map. Place his Guard bust ... below.



...nce Yury has rotated the pedestal to the Clayhorn icon - all Clayhorn icon doors are now open. This means ... Catherine is free to move to the first room on the right side. Move Catherine's Guard bust chip to the next room shown below.

... the next decisions are up to you! If Catherine rotates the pedestal to the Fish icon - a door in both Yury's ... Catherine's rooms will open. If Catherine rotates the pedestal to the Wolf icon - only one door in Yury's ... will open! Once the puzzle area has been successfully completed **move the Guards (Catherine and Yury miniature) to Temple of Vual, Altar Room (Mini Map). Proceed to page 61 and read Chapter 4:5.**

Chapter 4:5 Temple of Vual: Altar Room - Catherine

You exit the final door and it slams shut behind you. You find Yury standing alone in the dark. He doesn't seem to be aware of his surroundings. You rush over to him and as the soft glow of the vision stone touches him, he crumples to the ground in relief. He looks up at you, as if waking from a dream.

"Catherine? We got through?"

"Yes, Yury! We made it, you made it."

"I didn't let the voices get to me. It was...hard. But I...kept myself, my own mind."

"Yes, you did. I'm so sorry you had to go through that again." You help Yury to his feet and he seems to become himself again.

"Where are we now?" he asks, looking around.

"I don't know, this looks to be some kind of altar room?" The center of the room is dominated by a large stone slab surrounded by two stone statues.

"Look at these carvings on the wall," says Yury. You lift the vision stone and it flares brighter allowing you a better look at the carvings.

"It looks like the dead are lining up here in this first panel," you say before moving on to the next one. "And here, the Tumani priests are preparing the bodies for burial." You move the light to the last panel and shiver. "And this must be Vual. The panel shows a gaping maw swallowing the bodies of the dead.

"What is he doing?" asks Yury.

"Welcoming the dead back into the earth."

As you're studying the last panel, you hear a deep rumbling, like boulders scraping against each other. You turn and see that the statues guarding the altar have started to move, wisps of dark smoke oozing from their joints. "Yury, watch out!" you yell, before the statues spring to life with alarming speed.

Battle Event

Place a "4 Star - Stone Guardian" and AI deck on an enemy dashboard in slot 1 and slot 11 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 4:5 - Victory* below

Chapter 4:5 - Victory

The last stone guardian topples backward, collapsing into a pile of pebbles and dust. The strange black smoke that seemed to animate the statues dissipates into the air.

"Well, that was unexpected," you say. "Either the ancient Tumani had knowledge far beyond what we thought possible, or Tenebris is doing something new."

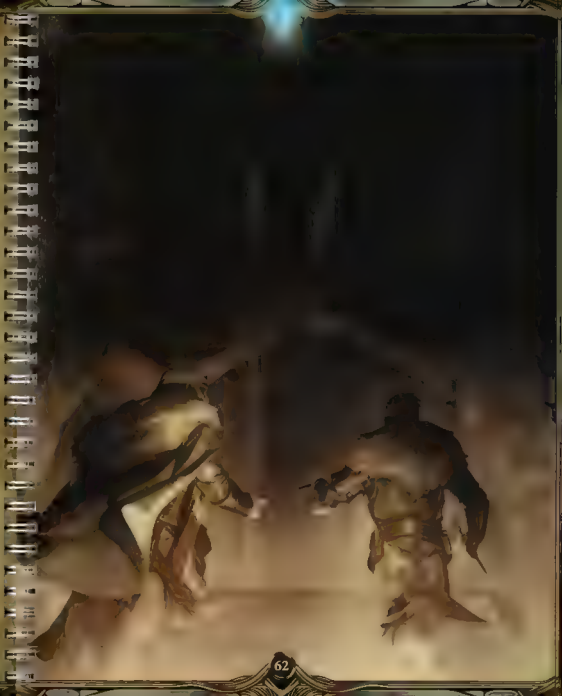
"I'm going to go with something new," says Yury. "If the Tumani could have summoned statues to life, I don't think they would have lost."

"Hmm, I hadn't thought of that. I'm impressed, Yury."

"I guess you rubbed off on me. Let's keep going, there's another room ahead."

Place a narrative chip on Temple of Vual: Archives.

Move the Guards to Temple of Vual: Archives. Proceed to page 63, and read Chapter 4:6.



Chapter 4:6 Temple of Vual: Archives - Yury

As you enter the next room, you watch Catherine's mouth open wide. The entire room is lined with floor to ceiling shelves full of stone tablets.

"Look at this room!" Catherine says excitedly. "These tablets predate Isotar! We have to check these out!"

"I think we should keep moving," you warn. "We don't know what else is down here."

"Yury, look at all this knowledge just sitting here. This room probably houses the collected wisdom of the ancient Tumani! It may teach us how to purify the temple, or whatever it is we're supposed to be doing here." You think about voicing another objection, but Catherine has already started pulling tablets off the shelves.

"I can't read these," she mutters. "but judging from the spacing, I'd guess these are lists of names. Maybe lists of the dead?"

"That makes sense, considering where we are," you reply, "but if you can't read ancient Tumani, there's no reason to stay here."

"Okay, just wait a second," Catherine says, moving to another shelf. "I think this section is newer."

"So what? It's just going to list people who died hundreds rather than thousands of years ago."

"This tablet doesn't look like a list of names. I think this one's about Vual."

"How do you know that?"

"Because I see the word 'Vual' here," Catherine says, pointing to the tablet.

"So you can read Tumani now?"

"Yury, do you know anything about ancient Tumani?"

"Sure!" you say, not actually sure that you do at all.

"The Isofarian language is based on Tumani," Catherine explains. "So the newer writings will be closer to our language. Close enough to pick out a few words. Here's the word 'eye' or maybe 'see', and something about Uvidet here. 'Curse', or cursed."

"Seems obvious they would curse Uvidet," you say. "When everyone started following Uvidet, the Tumani probably got pretty mad."

"No. I don't think they're cursing Uvidet, it sounds more like Uvidet cursed these 'eyes' or 'sight'."

Suddenly, something clicks in your brain.

"Catherine, the vision stone! It's cursed, or corrupted. Do you remember how Mahr called us 'Sighted Ones'?"

"So the Tumani version of Stonebound, the 'Sighted Ones', were corrupted by the vision stone!" Catherine finishes. "Yury, I think that's it."

You both take a moment to consider the implications.

"Do you think we should smash the vision stone?" you ask Catherine.

"I don't know. It may come to that, but then we'd be at the mercy of the voices. We could keep going and see if there's another way to lift the corruption."

Choose a path.

A. Leave the Vision Stone intact.
Place a narrative chip on Temple of Vual: Catacombs.
Move the Guards to Temple of Vual: Catacombs.
Proceed to page 64, and read Chapter 4:7.

B. Smash the Vision Stone.
Proceed to page 65, and read Chapter 4:8.

Lose 'Vision Stone' Accessory- Return card to supply

Chapter 4:7 Temple of Vual: Catacombs - Catherine

You decide to keep the vision stone, trusting that its light will protect you as you descend further into the depths. Soon, the walls give way to natural stone, and the path diverges into a confusing series of tunnels and dead end rooms. All along the walls, recesses are cut out to store the skeletal remains of the Tumani.

"Why are there skeletons here?" asks Yury.

"What do you mean? This is how the Tumani cared for their dead."

"But the carvings showed Vual swallowing them, I just assumed."

Despite your grim surroundings, you can't help but chuckle. "Vual isn't real, that was just an artist's interpretation."

"Yes, but Tenebris is real," Yury counters, "and we don't know what form it can take."

Just then, you hear a low moaning coming from one of the tunnels ahead, accompanied by the slapping of bare feet on stone.

"Is someone else down here?" whispers Yury.

"I don't know. More likely a some'THING," you answer. You crouch down, motioning Yury to do the same. "Let's go check."

You slowly approach the next intersection and peek around the corner. You gasp at the nightmare creature approaching you - a shambling mass of flesh, completely covered with eyes. When it sees you, the creature locks all of its eyes onto you and it utters a low moan. You instinctively take a step back, but two more creatures appear from a passage behind you.

"We have to get through before we're surrounded!" Yury says, urging you forward.

You dart past the first creature, but several more are blocking the path ahead.

You quickly find yourself surrounded as more creatures pour in from the side tunnels, but they seem hesitant to enter the sphere of light cast by the vision stone.

"I think the vision stone is holding them back!," you say. "Let's see if we can push through them."

"It's the only choice we have," agrees Yury.

You take a few steps forward and the creatures in front of you are driven back, but the creatures behind you push forward to fill the space. Slowly, you make your way through the tunnels like a clayhorn wading through a field of wheat. Up ahead, you can see that the passage opens up into a wide cavern. The closer you get to the cavern, the more restless the creatures become. A few of them reach for you through the stone's light, but Yury swipes at them with his blade and they retreat back into the crowd, howling. You are nearly to the cavern when one of the creatures finally summons enough courage to bare its teeth and leap at you.

Battle Event

Place a '4 Star - Corrupted Priest' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:7 - Victory* below.

Chapter 4:7 - Victory

The creature's lifeless body falls to the floor, sending the other creatures into a frenzy, but none dare attack you. The moment you step foot into the cavern, the howling stops and the creatures retreat back into their tunnels. Instead of feeling relieved, you suddenly feel much worse.

Place a narrative chip on Temple of Vual: Temple Heart.

Move the Guards to Temple of Vual: Temple Heart. Proceed to page 68, and read Chapter 4:11.

Chapter 4:8 Temple of Vual: Archives - Catherine

"I say we smash it," Yury says. "I've been alone in the darkness, and I've heard the voices. If this stone is the source then we have to destroy it, no matter what happens to us."

"I don't know, Yury. Right now this stone is the only thing keeping the darkness away, and we don't know for sure if this is the cause of the corruption. What if we destroy the stone and just end up trapped here?

"I think we have to trust the Voice," replies Yury.

"The Voice? Can you hear the Voice telling you to smash the stone? Because I haven't heard the Voice in a long time."

"Have you tried listening?"

"Yes, Yury! *I can't hear it!*" you yell. A mixture of anger and shame well up in you and you manage to turn away before Yury can see the lone tear fall down your cheek. Then you feel Yury's hand on your shoulder.

"I can't hear the Voice either," he says.

You turn and look at Yury. His eyes tell the same story as yours.

"After Dunamis warned us about not listening to the Voice, I've been trying." he trails off. "But I haven't been able hear it. I just thought maybe if we smashed the stone."

"I think I understand," you say, breathing deeply. "Maybe it's time we showed a little trust. Let's do it. Let's smash the stone."

You place the vision stone on the stone altar and Yury draws his dagger.

"You're sure about this?" he asks.

"No, but that's kind of the point," you say, smiling. "Okay then, here it goes."

Yury raises his dagger and smashes down hard with the pommel. As the vision stone shatters, darkness descends and a scream ripples throughout the temple.

"He has betrayed you! You're going to die!" The voices assault your mind, but then a new Voice speaks. The Voice. It fills your mind, pushing the other voices out and restoring a piece of you you didn't realize was missing. Your speaking stones flare to life, and you can sense the wrongness all around you. Suddenly, a creature of pure nightmare bursts from the tunnel ahead and flings itself at you with bared teeth.

Battle Event

Place a '4 Star - Corrupted Priest' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:8 - Victory* below.

Chapter 4:8 - Victory

"What was that thing?!" shouts Yury.

"I don't know," you say, shuddering at the corpse beneath you. The tangled mass of flesh and eyes may have once been human, but you have no time to investigate - the halls below echo with the howls of more creatures.

"We have to get through while we still can," you say. "We can't allow ourselves to be trapped in this room."

Place a narrative chip on Temple of Vual: Catacombs.

Move the Guards to Temple of Vual: Catacombs. Proceed to page 66, and read Chapter 4:9.

Chapter 4:9 Temple of Vual: Catacombs - Yury

You rush down the stairs, and find yourself in the twisting halls of the catacomb. The tunnels are full of the crazed creatures. Some run through the halls frantically, while others rip bones out of the wall, strewing them across the floor. Still others hide in the corners shivering uncontrollably.

I think we drove them mad when we broke the vision stone," Catherine says.

"I think you're right," you agree. "If we hurry, we can get through before they come to their senses." You squeeze by a comatose creature and gently step over a pile of bones. You're reaching back to help Catherine when a body slams into you. The creature looks stunned, but then it seems to recognize you and lets out a wail.

Battle Event

Place a '4 Star - Corrupted Priest' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to page 67, and read Chapter 4:10.

Chapter 4:10 Temple of Vual: Catacombs - Catherine

After you defeat the creature, you don't waste any more time trying to sneak around. You sprint down the halls, kicking up bones and knocking stupefied creatures out of the way. Ahead, you can see that the tunnel opens up into a large cavern. By this time, you've caused enough of a disturbance to attract the attention of a large group of creatures. Unfortunately, they're between you and the opening ahead.

Battle Event

Place a '4 Star - Corrupted Priest' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Repeat this battle again. (2x - Corrupted Priests in slot I and slot II). Collect Lux Essence and Enemy Drops from first set of enemies before starting battle again.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard

If victorious: Proceed to *Chapter 4:10 - Victory*.

Chapter 4:10 - Victory

The creatures slump to the floor, but even as you step over the bodies, more creatures claw and tear at you from behind. You shove a particularly aggressive creature backward into another group, sending them all crashing to the ground in a tangled pile

"Go, Yury! Now's our chance!" you shout

You cover the remaining distance and burst out of the tunnel at full speed. When you look back, you realize that none of the creatures have followed you out of the catacombs. You don't know if that's a good thing or a bad thing.

Place a narrative chip on Temple of Vual: Temple Heart.

Move the Guards to Temple of Vual: Temple Heart. Proceed to page 70, and read Chapter 4:12.

Chapter 4:11 Temple of Vual: Temple Heart - Yury

The edges of the cavern stretch away into darkness, making it impossible to know the true scale of the room. With no visual reference, the cavern feels both infinite and intimate. You follow Catherine into the cavern, the dim light of the vision stone your only guide. After a few steps, you glance back and realize you can longer see the entrance.

"What's the matter?" asks Catherine, sensing your hesitation.

"We don't know where we're going, and I can't see the way back," you reply. "I just don't want us to get lost."

"We won't. I can sense...something. It's calling out through the vision stone."

"Catherine, you realize the stone could be corrupted right?"

"Yes, but cleansing the corruption is the whole reason we're here. If Tenebris wants to lead us where we need to be, that's fine by me."

You consider her reasoning. "I don't like it, but I suppose we don't have much of a choice. Just let me know if you start hearing voices or anything."

You follow Catherine deeper into the cavern, your sense of dread increasing with each step you take. Soon, the air grows hot and humid. Sweat begins to run down your brow and you find it difficult to breathe. You are so preoccupied with your own discomfort that you don't notice when Catherine stops. Ahead of you lies a veil of darkness so deep, not even the vision stone's light can penetrate it.

"Catherine, we can't go in there! The voices—" You feel Catherine's hand on your shoulder.

"Yury, we have the vision stone this time. The voices won't be able to reach us." She holds the stone out to you. "Here, we can both hold on to it."

You place your hand on the vision stone and sense something pulling at you, calling you toward the darkness. Slowly, you enter the veil and the darkness consumes you. In the lightless void you can sense the voices seething in rage, but they are reduced to mere echoes by the power of the vision stone. While you are able to ignore the voices, you are unable to resist the thing calling to you through the vision stone itself. It draws you forward, step by step, until your toe finds nothing but air.

"Careful," you warn Catherine. "There's a drop-off here."

Suddenly, the air is rent with a scream so piercing it blows the curtain of darkness away, revealing a great chasm in front of you. Massive eye-covered tentacles burst out of the pit, knocking you and Catherine backwards and sending the vision stone skittering across the room. As the tentacles flail wildly around the room, you sense a dark, malevolent voice attempting to burrow into your mind.

Battle Event - AMBUSH

Place 'Boss - Vual' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to page 69, and read Chapter 4.11 Victory.

Spirit Boss Challenge C2:3 now unlocked!

Chapter 4:11 Victory

Severed tentacles litter the cavern floor, writhing like worms pulled from the ground. For all the damage you've done, the dark voice still assaults your mind. It's desperate now, calling out to the vision stone with all of its remaining strength.

"Catherine, we have to smash the stone!" you shout.

Catherine spots the vision stone on the floor and makes a run for it. Just as she reaches it, one of the severed tentacles curls around her legs and begins pulling her towards the pit.

"Yury, catch!" Catherine hurls the vision stone at you, and you snatch it out of the air. You quickly slam it to the ground and smash it with the pommel of your dagger. As the stone shatters, a scream ripples through the temple and the tentacle holding Catherine slumps to the ground, motionless.

To your great delight, the Voice comes flooding back into your mind. You can't even remember the last time you could hear it, but now it's like a piece of you has been restored. One look at Catherine's face tells you that the Voice has been restored to her too.

Before you can celebrate, you are interrupted by screams coming from the catacombs. Whatever force held the creatures to the catacombs seems to have been lifted when you killed Vual. Now, the entire horde is bearing down on you.

"The pit, Yury! We can escape here!" Catherine stands on the edge of the pit beckoning you over to her. Without thinking, you find yourself seeking guidance from the Voice. Almost immediately, a sense of peace washes over you. You take Catherine's hand and leap into the abyss.

Use 'Vision Stone' Accessory. Return card to supply.

Place a narrative chip on Ice Caves: South Portal (Main Map).

Move the Guards to Ice Caves: South Portal. Proceed to page 72, and read Chapter 4:13.

Chapter 4:12 Temple of Vual: Temple Heart - Yury

...n take a moment to catch your breath and survey your surroundings. The edges of the cavern stretch away into darkness, making it impossible to know the true scale of the room. With no visual reference, the cavern feels both infinite and intimate. You follow Catherine into the cavern, the steady light of your speaking stones your only guide. After a few steps, you glance back and realize you no longer see the entrance.

"What's the matter?" asks Catherine, sensing your hesitation.

"We don't know where we're going, and I can't see the way back. I just don't want us to get lost."

"We won't," Catherine says, smiling. "We have the Voice to guide us."

You feel a moment's shame at how quickly you got distracted by your circumstances. Catherine seems to access your thoughts.

"Hey, it's alright," she says. "We're new at this. It'll come more naturally with time."

"I guess you're right," you say. "In some ways it feels like we've been Stonebound forever. And then sometimes, it feels like I have no idea what I'm doing."

"We could try listening to the Voice now," Catherine suggests.

"How do we do that?"

"I think we just wait," Catherine shrugs. "Just try to calm your mind."

You watch Catherine close her eyes and do the same. The first thing you notice is your own breathing, still heavy from running. You inhale deeply and slow your breathing, counting the space between breaths. Then, you hear the Voice. It speaks to you quietly with words just above your comprehension. You focus on the words, trying to discern meaning, and you hear the warning. There is danger ahead, but you are also given reassurance that you can overcome it. When you open your eyes, you find Catherine looking at you.

"Did you hear it?" she asks.

"Yes. I think the reason we're here lies just ahead."

Catherine smiles. "Well let's go then."

As you walk further into the cavern, the air grows hot and humid. Sweat begins to run down your brow, and you find it difficult to breathe. As you walk, your thoughts turn inward. You think about the Voice and how it's taken you this long to really listen. You wonder about Captain Grigory and the others, if they learned to hear the Voice too, or if they struggled like you. You are so preoccupied with your thoughts that you don't notice when Catherine stops.

"What is it?" you ask. Then you see the chasm in front of you. You sense a festering darkness within, seething to get out.

Suddenly, the air is rent with a scream so piercing you are forced to cover your ears. Massive eye-covered tentacles burst out of the pit, knocking you and Catherine backwards. As the tentacles flail wildly around the room, you sense a dark, malevolent voice attempting to burrow into your mind.

Battle Event - AMBUSH

Place 'Boss - Vual' and AI deck on an enemy dashboard in slot I of the battlefield.

REMOVE ALL CARDS FROM VUAL AND PUT THEM BACK IN SUPPLY. (Vision Stone was smashed.)

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to page 71, and read Chapter 4:12 Victory.

Spirit Boss Challenge C2 is now unlocked!

Chapter 4:12 - Victory

Severed tentacles litter the cavern floor, writhing like worms pulled from the ground. You cut off the last tentacle and a scream ripples through the temple. The dark voice assaulting your mind falls silent, and the tentacles lie motionless.

To your great delight the Voice comes flooding back into your mind, but before you can celebrate, you are interrupted by screams coming from the catacombs. Whatever force held the creatures to the catacombs seems to have been lifted when you killed Vual. Now, the entire horde is bearing down on you.

"The pit, Yury! We can escape here!" Catherine is standing on the edge of the pit beckoning you over to her. Without thinking, you find yourself seeking guidance from the Voice. Almost immediately, a sense of peace washes over you. You take Catherine's hand and leap into the abyss.

Place a narrative chip on Ice Caves: South Portal (Mini-Map).

Move the Guards to Ice Caves: South Portal. Proceed to page 72, and read Chapter 4:13.

Chapter 4:13 Ice Caves: South Portal - Catherine

You feel your consciousness tear apart and then come crashing back together inside of a body you recognize as your own. You are lying next to Yury in a dimly lit cave.

"Another cave," you say to yourself. You place your hand on Yury's shoulder and gently shake him.

"Where are we?" he asks.

"I don't know. Another dark cave. I would've guessed another part of the temple, but this feels different. Colder."

"Yeah, when we jumped into that pit I got the feeling we travelled a long way."

"Well, come on," you say standing up, "We'd better see about finding our way out of here."

Move the Guards to Ice Caves: Dark Hall. Proceed to Chapter 4:14 below.

Chapter 4:14 - Ice Caves: Dark Hall - Yury

As you continue along the tunnel, you are met with a wall of darkness; the same unnatural darkness you first experienced in Skryvat temple, and more recently in the temple of Vual.

"What do we do?" Catherine asks. "We don't have the vision stone to protect us anymore."

You find that standing before the darkness holds no horror for you now. You take hold of Catherine's hand and smile. "We never needed it."

Hand in hand, you pass through the darkness.

Move the Guards to Ice Caves: Hall of Guardians. Proceed to Chapter 4:15 below.

Chapter 4:15 - Ice Caves: Hall of Guardians- Catherine

You emerge from the darkness and your heart skips a beat when you see six stone statues guarding the passage ahead. Then, you remember to listen for the Voice. You close your eyes and sense it within you, softly reassuring you.

"They're just statues," you whisper.

As you pass beneath the guardians, you think back to the fight in the altar room. Fighting two at a time was a struggle. Now, there are six of them looming over you. If they woke up now...

"Catherine, look out!" Yury shouts.

The last statue rumbles to life and leaps off its pedestal. It slams to the floor, blocking the path forward.

Battle Event

Place a '4 Star - Stone Guardian' and A1 deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:15 – Victory* below.

Chapter 4:15 - Victory

"Why are the statues still alive?" you ask Yury. "I thought we cleared the corruption..."

"I think we cut out an infection" answers Yury, "but the land hasn't healed yet. Tenebris is still at work in other places."

"Then what was the point of clearing out the temple!?" Even as you ask, you realize you're just speaking out of frustration. Yury seems to recognize this and leaves your question unanswered.

"Come on," he says. "Let's find out where we are."

Move the Guards to Ice Caves: Pit. Proceed to page 73, and read Chapter 4:16.

Chapter 4:16 Ice Caves: Pit - Yury

Not long after the statues, you come to a dead-end cavern. In the center of the cavern lies another pit nearly identical to the one in the temple, though this one is much smaller. You can sense a power seeping from the pit, but it doesn't feel malevolent; no more ancient tentacle gods lurking in the dark.

"I guess we jump in this one too?" Catherine asks.

"Either that or stay in this cavern forever. I don't see another way out." You drop into the pit and become formless.

Move the Guards to Ice Caves: Receiving Room. Proceed to *Chapter 4:17 – Ice Caves: Receiving Room* **below.**

Chapter 4:17 - Ice Caves: Receiving Room - Catherine

When you come back to yourself, you are in a rough cut room surrounded by columns.

"Look at this architecture," you say to Yury. "The ancient Tumani built this place too. That means that they used the pits to travel!

"It's crazy to think they had all this power centuries ago!" Yury says. "Why have we never heard about it?"

"The Circle," you answer flatly. "They spent all that time erasing the Tumani from existence - only telling us what they wanted us to know. Think how much could be different if we still had these traveling doorways. Someone could travel from Razdor to Silny instantly! We could share news and ideas all across Isofar. Or all of Teliost" The implications are mind boggling, and the more you think of it, the angrier you get.

As you walk along the halls, you see more signs of the ancient Tumani: Old furniture, miraculously preserved in the cold, weapons and tools rusting in place, and bones - hallways full of bones meticulously set into the walls.

"I guess Vual *did* welcome the dead into the pit, just like that carving in the temple showed," Yury says.

"It appears so," you shutter. "Perhaps this place was reserved for those who were especially worthy."

"Well I have no intention of staying here with them," Yury says. "I can feel a breeze coming from up ahead, and I'm really, really tired of caves.

Place a narrative chip on Node 9.

Begin exploration phase.

Upon arrival at Node 9, proceed to *Chapter 4:18 - Ice Caves: Entrance* **below.**

Chapter 4:18 - Ice Caves: Entrance

When you finally exit the cave you're so glad to see the sun again you barely care that the air is freezing. All around you are snow covered mountains, and stretching out before you is a wide river valley. Catherine stands next to you breathing in the fresh air with a smile on her face.

"Is this Shirokiy Valley?" you ask Catherine.

"Yes, there's Mt. Yori on the horizon and Mt. Sestra just to the right."

"So we really did it; we travelled the entire length of Isofar in a matter of moments."

"It appears so," replies Catherine.

"Hey, at least we didn't end up halfway around the world in a desert or in a Falmundian jail cell."

"It's the little things in life," Catherine replies. "Still, this wasteland might yet be the death of us unless we find shelter and supplies."

You scan the horizon trying to get a better sense of your surroundings and see a thin stream of smoke to the west.

"Hey Catherine, check out that smoke. It may be a tiny hamlet or maybe a lumber camp."

"Good eyes, Yury. Let's go check it out."

Stonebound have returned from their Commissions. Record gathered materials in the Fort Istra Stash and remove all cubes from the map. **Commissions are now complete for this Campaign.**

Place a narrative chip on Node 7.

Begin exploration phase.
Upon arrival at Node 7, proceed to page 74, and read Chapter 4:19.

Chapter 4:19 Hermit's House - Catherine

The smoke leads you to a welcoming cabin tucked away into a stand of pine trees. You knock on the door and step back waiting for a reply.

"Who are you?" asks a voice from behind you.

An old man steps out of the woods carrying a cord of firewood. Despite his rugged, wind-cracked face and patchwork clothing, there is something regal in his bearing. You decide to trust that the Voice has led you here, and be honest.

"We are Stonebound," you say.

A complex series of emotions crosses the man's face before he regains his composure.

"Please, won't you come in and warm yourselves by my fire?" he says, motioning you through the door. Inside, the man removes a kettle of boiling water from the fire and prepares a pot of tea while Yury stacks the new firewood in the corner. When you are both seated near the fire, the man pours two cups of steaming tea for you and Yury, and a third for himself.

"So," he begins. "How did two Stonebound end up at my humble cabin?"

"I don't know if you'd believe us if we told you," Yury says. "I can hardly believe it myself."

"You'd be surprised at what I'd believe. I've seen a lot in my years."

"Very well," you say. "What if I told you that yesterday, we were in the southern reaches of Isofar where we entered a forgotten temple, killed an ancient god, hopped in a portal, and somehow ended up in these mountains?"

You keep your eyes locked on the stranger while Yury quietly chokes on his tea next to you. The old man glances over at Yury and then back to you.

"You speak of Vual," he says.

Now it's your turn to be shocked.

"How do you know that?" you ask.

"Come, I have something to show you," he says, rising from his seat.

You follow the man outside and walk around the cabin until you reach a cellar door.

"What's this?" asks Yury.

"It's my root cellar, but what I want to show you is inside."

You give a wary look to Yury.

"I can see that you don't trust me," the old man says. "I can't say that I blame you, but I assure you, I mean no harm. I'll even go first."

Cautiously, you follow the man into the cellar. In the dim light you can make out a large, flat stone, polished to a mirror shine.

"This is what you wanted to show us?" you ask.

"Yes."

"And what is it?" you ask.

"It's a stone intrinsically linked to the Circle of Seers."

Both you and Yury draw your swords simultaneously and back the old man into a corner.

"I think it's time you told us who you are," Yury says.

"Peace," the man says, holding his hands up. "I told you I meant you no harm, and I meant it. My name is Alexander, and I was once a member of the Circle."

An image flashes in your mind. You are five years old, and your whole village is buzzing with excitement. Someone special has come to visit, and everyone has crowded into the square to catch a glimpse. You sit on your father's shoulders and crane your neck to see through the crowd. You finally catch sight of a man wearing beautiful, flowing robes. He turns to look right at you and smiles.

"I know you," you say, dumbfounded. "You are Alexander Graymar. Farseer Alexander Graymar. You're supposed to be dead!"

"This is the farseer!" stammers Yury.

"I am," Alexander says. "Or at least, I was. Temnota turned the overseers against me and conspired to have me assassinated. Fortunately, I learned of her plan and fled before she could carry it out. When the conspirators failed to kill me, they simply told everyone I was dead and took over. I've been watching them ever since."

"Watching them? How? You live in the middle of nowhere," you say.

Alexander gestures to the stone in the middle of the cellar.

Proceed to page 75, and continue reading Chapter 4:19.

Chapter 4:19 Hermit's House - Catherine (cont.)

"This is a ssylka stone. I've secretly bound it to one of the stones in the Circle. Think of it like a window and a door."

"What do you mean?" Yury asks.

"Come, observe," replies Alexander.

You gather around the ssylka stone, not sure what to expect. Suddenly, the stone's polished face ripples like the surface of a pond, and an image of the Circle appears. A figure lies in the center of the Circle surrounded by three robed overseers. The overseers are channeling some sort of dark energy into a translucent barrier surrounding the figure in the center. Your blood runs cold as you recognize one of the overseers as Maksim. He has been horribly twisted by whatever dark ritual Temnota performed on him.

"What are they doing?" you ask. "Who is that in the middle?"

"I believe that's Temnota," answers Alexander. "She arrived yesterday in her new form, but she was horribly injured. It appears the overseers are healing her somehow."

"You said the ssylka stone was a mirror and a door…" you say. "Does that mean we can pass through?"

Alexander steps back from the ssylka stone and nods.

"You may pass through…"

"We have to go now!" interrupts Yury. "Temnota is vulnerable and they won't expect us!"

"…but the stone will shatter behind you," finishes Alexander. "Once you pass through, there is no coming back. Make sure you are prepared."

Heal Catherine and Yury to max HP values, and place the campfire chip on Node 7 to create a checkpoint.

WARNING

Campaign 2 concludes in the next couple scenes. If you wish to complete any side quests or content from Campaign 2, do so before proceeding to the next page.

When you're ready, move the Guards to Circle of Seers: The Circle (Mini-Map). Proceed to page 77, and read Chapter 4:20.

Chapter 4:20 Circle of Seers: The Circle - Yury

You gaze through the scylka stone and see Maksim and the two other overseers channeling dark energy into a shield around Temnota's corrupted body. Through the stone, Maksim seems close enough to touch, and every moment you wait, Temnota gains strength.

"So we just walk through the stone and we're there?" you ask Alexander.

"Yes, that's all there is to it."

You look at Catherine and nod.

"You ready?" you ask her.

"I'm ready, let's do this."

You leap out of the stone and hurl yourself straight at Maksim. He barely has time to register your presence before you plunge your dagger into his back. Maksim howls in pain and swings his massive arms around, clipping you with an elbow that sends you flying. Catherine is instantly at your side and helps you to your feet.

Add 1 Stun Chip to Yury's bag.

"A Scylka stone," Maksim nods. "Our friend Graymar isn't as dead as I had hoped."

"I could say the same about you," you say. "Though I think you soon will be."

"Oh, this scratch?" Maksim says, turning to show you his gaping wound. "It'll take more than that to kill me." Maksim laughs and stretches his arms out. The two overseers surrounding Temnota extend their hands toward Maksim. The ribbons of dark energy they were funneling to Temnota reverse flow and wrap around Maksim, instantly healing his wound.

"You pathetic Stonebound are no match for the power of Uvidet," Maksim says. "Through him, we have conquered even death. What chance do you think you have?"

Battle Event

Place a '4 Star - Overseer' on an enemy dashboard in slot I and slot II of the battlefield. (without their AI decks) **Both Overseers have +10 HP over card stats.**

Special Rule: Front row enemies must be defeated before back row enemy can be DAMAGED.

Place 'Boss - Overseer Maksim' and AI deck on an enemy deshboard in slot III of the battlefield. **Overseer Maksim has +1 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:20 - Victory* below. **Note: After Victory - only obtain enemy loot from Overseer Maksim (not the two Overseers).**

Chapter 4:20 - Victory

The hulking form of Maksim lies dead at your feet. The two overseers are nothing more than shriveled husks, Maksim having drained the last drop of life out of them. With the overseers dead, the shield around Temnota flickers and then vanishes.

Proceed to page 78, and read Chapter 4:21.

Chapter 4:21 Circle of Seers: The Circle - Catherine

Temnota's crumpled body slowly rises into the air and comes to rest a few feet off the ground. Her arms and legs, spindly and hard edged, unfold like a ghastly puppet. Temnota's head rolls back revealing a gaunt face crowned with horns.

"Too soon, Maksim. The work is not complete." Her voice is sluggish as if waking from a dream.

"Maksim is gone," you say. "Your Overseers are dead. The Circle is broken."

Temnota snaps out of her stupor and fixes you with a piercing gaze. Her thin muscles grow taut and she sneers at you.

"Foolish Stonebound. I AM the Circle!" She raises her arms and lets out a deafening shriek. The earth trembles beneath your feet, and the massive stones surrounding the Circle begin to vibrate. One by one, they crack and shatter, releasing fountains of dark energy that flow into Temnota's body, transforming her before your eyes. Her frail, twisted frame uncoils and grows dense with muscle, while the air around her crackles with energy. The entire time, Temnota's keen predatory glare remains fixed on you.

Battle Event

Place 'Boss - Temnota' and AI deck on an enemy deshboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 4:21 - Victory* below.

Spirit Boss Challenge C2:4 now unlocked! Note: This challenge can be attempted before the Campaign ends without having to travel to the Fort Istra Courtyard.

Chapter 4:21 - Victory

When you land the killing blow, Temnota's body crashes back into the Circle, kicking up a plume of dust and debris. For a moment, all is quiet. You heave a sigh of relief and smile at Yury, but Yury doesn't smile back. You realize the hairs on your arm are standing up, and there's a metallic taste in your mouth. Temnota's body is rippling with a barely contained energy.

"Yury! Get down!" you shout, as you dive behind a crumbled stone. There is a violent flash of light and your body goes numb. Stars dot your vision and you have trouble getting up to your knees. You try to call out to Yury, but the ringing in your ears makes it impossible to hear anything. Despite your numbness, you manage to stumble to your feet and spot Yury lying behind another stone. As you take a step towards him, the ground shifts, knocking you to your knees again. You crawl the remaining distance while the earth continues to toss and turn beneath you. You finally reach Yury and throw your arm around him, calling out to the Voice.

"Help us! Please!"

As the earth opens up to swallow you, a warm light surrounds you and all goes white.

END OF CAMPAIGN 2

Record final stats of Catherine and Yury in the 'End of Save Index' in the Fort Istra and Save Index Book on page 84.

Continue the story by proceeding to Campaign 3!